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GAME PLAYERS

ISSUE 82

EXCLUSIVE

PANZER DRAGOON II ZWEI

Screens and info on Saturn's Top-Secret Sequel! You won't believe what Sega's done this time...



TOSHINDEN 2

How does the sequel measure up? pg. 38

RESIDENT EVIL

Capcom's 3D gore-fest will scare you to death! pg. 28



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MARCH 1996 Vol. 9, No. 3

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KILLER INSTINCT 2

BACK WITH A VENGEANCE! *New Characters, New Features,* All the Info on the Year's Hottest Game!

The knight's a pathological liar.
Rapunzel's schizophrenic.
And **Cheech** is blazing again.

Forget the sword. Bring a psychiatrist.



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Rapunzel–Not quite the same long-haired maiden from your childhood. Buzz-cut. Walking time bomb. Advice? Keep your distance.

Trivet–The smarmy court jester. You know the type. Bitter. rude. cynical. ignored. Classic middle child syndrome. Marsha Marsha Marsha!

Sir George (Cheech)–Referred to in English Lit as The Protagonist. Greedy. SOB. Steer clear. Unless, of course, you're driving a Mack truck.

BLAZING DRAGONS

The pursuit of the crown in the King's Tournament will have you seeing stars all right. Blazing Dragons™ —a warped medieval adventure boasting a freakish mix of voice-over talents like Cheech Marin, Harry Shearer and Jessica Hahn—spills from the twisted mind of Monty Python Troupe member Terry Jones. And between the wicked, kitty-hurling villains and brain-liquifying puzzles, your grip on reality (not to mention self-respect) will be seriously tested.

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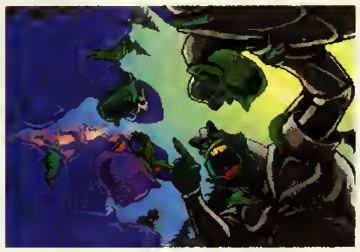
As the evil dragon-morphing Sir George Cheech Marin shows us there's indeed a cuddly, funny side to vicious, criminally insane behavior



Bizarre cast of over 40 characters From syrupy-sweet critters to redneck hillbilly hunters Like a twisted Brady/Manson family reunion



Highway *Bingo* & Nude *Clue* can't hold a candle to the awesome challenge posed by this adventure's tricky puzzles & brain-teasers



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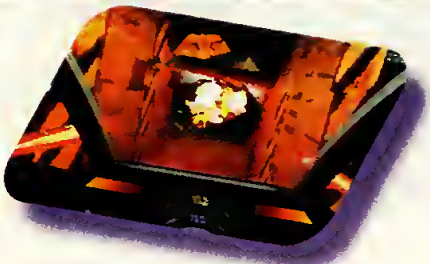
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CONTENTS



Wow, what a month for sequels! I mean, *Panzer Dragoon II Zwei, Toshinden 2, Jumping Flash 2, Kileak 2, Tekken 2* — all in this month's issue! With all this gaming excitement, you can easily lose your grip on reality while caught up in a whirlwind of gaming goodness. It's like I was saying to my good buddy Sonic the other day, over tea, 'You can't play videogames 24 hours every single day. It's just not healthy.' He agreed, of course (Sonic and I usually see eye-to-eye — Mario's the real extremist). So, dig into the wealth of great games in this issue, but take my advice and get some time off, too.

Chris

MEET THE TEAM

What special features are you looking forward to in our new office space?



Chris
I'm having special little chairs made, right on top of my desk, so I can have Sonic, and Mario, and Knuckles all sitting there! It'll be neat!



Jeff
All in all, I'd have to say that having my new desk as far away from these nuts and all their weird stuff is gonna be the best part!



Mike
I'm really happy with the new basketball court! Now I can screw up both of my knees and never be very far away from my desk!



Patrick
I'm really gonna like the new patio! Just being able to sit outside and commune with Nature during lunch will be wonderful!



Chris C.
Well, the new office is kinda like *Doom*. There's lots of mysterious hallways and plenty of strange monsters... in the *GAME PLAYERS* section, anyway.



Trent
Bill has promised to centrally locate The Box, so that either one of us can take care of those pesky writers whenever we want... uh, whenever we *need* to.



Roger
I can't wait to get my own personal desk in the *GAME PLAYERS* office. It'll be right by the water cooler, so I'll never get thirsty!



Bill
I can hit both the patio and the basketball court with water balloons. I'll put my poisonous fish in the water cooler, and Chris has all those stuffed animals for my voodoo ceremonies!



Evil Alien
Now that the *GAME PLAYERS* staff has moved to out-of-the-way Brisbane, we can start up our abduction program without too much notice! After all, Mars needs weirdos!

infotrack 14

We kidnapped Morley Safer, so you wouldn't have to...

Iniotrack 14
More news than you had before you bought this magazine!

Hit List 18
The damn monkey regains the top spot! Who can stop him?

Arcades 78
Mmm, quarters and milk... Part of this nutritious breakfast!



reader's say 8

Where the truth is often stranger than fiction... Either that, or you're all nuts!

Reader's Network 8
Where you prove, once again, that we live in troubled times. Oh, well...

Back Talk 113
The Red Fish has a big dummy and a new act! Oh yeah, that makes sense...

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We defied time and space to bring you these. Hope they don't get too mad...

Japanese Previews 34
We smuggled these out just before Mothra destroyed the city! Really!



What's got zombies, giant spiders and rsbid dogs? No, we mean outside of The Box! It's *Resident Evil*, pg. 28!



Hey, it's the sequel to one of our favorite games! Check out *Jumping Flash 2!* on pg. 35!

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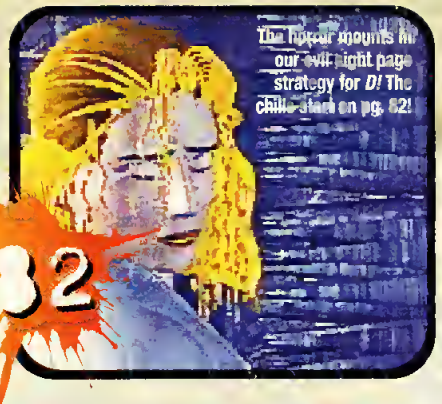
This is the debut of our hot new features section. Check out our in-depth looks at Killer Instinct 2, *the future of 32-bit gaming and the debut of* Toshinden 2!

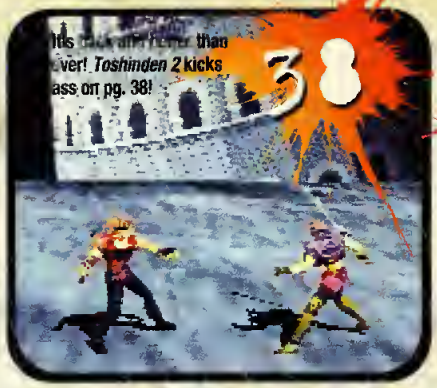
GAME PLAYERS ONLINE

THE WEB SITE http://WWW.gameplayers.com

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, *GAME PLAYERS* has gone online! Check out our web site, as well as our individual E-mail addresses over on the right!

CHRIS: Chris Slate@qm.imagine-inc.com
BILL: Bill Donohue@qm.imagine-inc.com
JEFF: Jeff Lundrigan@qm.imagine-inc.com
MIKE: Mike Salmon@qm.imagine-inc.com
PATRICK: Patrick Baggatta@qm.imagine-inc.com







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You've heard of David and Goliath, right? Good. Well, as soon as we can figure out how this relates to game reviews, we'll let you know...

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Some are stars and some ride the pine..

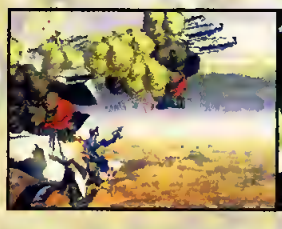
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FIFA '96 pg. 72

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They don't call 'em back issues for nothing. We keep trying to stand 'em up, and they just keep falling back down...







cheat sheets 81

We got it! Remember that 'David and Goliath' thing? Well, the way we see it, someone had to tell David about that 'sling and rock' cheat, right?

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Once again, the roars of dragons in combat fill the sky, as *Panzer Dragoon II Zwei* screeches home, with even more intense action than the original! Get your fill of dragon lore and heart-pounding action starting on page 24!

READERS' NETWORK

Step right up, folks, and see the incredible choking chicken, the amazing dead cow, three — count 'em! — three RPG fans, and the rabid bear, Bludfur! Step right up, folks. There's nothing to lose but your mind!



THEY'RE ON A ROLE...

You psychotic demon! I have a bunch of questions for you, so help me out, will ya? First of all, I've heard a damn stupid rumor that kills my heart to hear *Secret of Mana II* will not make it here because SquareSoft thinks *Secret of Evermore* is BETTER! Have they been drinking too much? *Secret of Evermore* BOMBED! That game is a total bite off *Secret of Mana*. Square Soft does not have as much experience as the Japanese Company. They don't know what they're missing. Maybe they're just trying to advertise for the game *Evermore*. Right now, this is currently the best new game out right now. If *Mana II* comes, people will be inclined to buy that because of its reputation. Their made-in-USA game will go down the tubes. Also, why aren't any *Romance Saga* games coming over? I've seen some of *Part III* and it looks pretty fresh. Why isn't Square bringing any of those heavenly things here? Oh yeah! All you other wannabe's out there trying to be down, don't even try it.

Smoky,
Salinas, CA

I was looking at the top ten from Japan in your January '96 issue. Oid I read right or was it a misprint? In the #6 slot, you have *Secret of Mana3*. They have *Secret of Mana 3* in Japan and we don't even have *Secret of Mana 2* yet! And just a few more questions.

1. When is *Secret of Mana 2* coming here and what does it look like?

2. Is this Japanese *Secret of Mana 3* any good and when is it coming here?

3. And when are you going to put Bill in a mental hospital?

Adam Trember,
Ringtown, PA





Here's a few tasty screen shots from Squaresoft's *Secret of Mana 2*, tentatively scheduled for release in April '96!

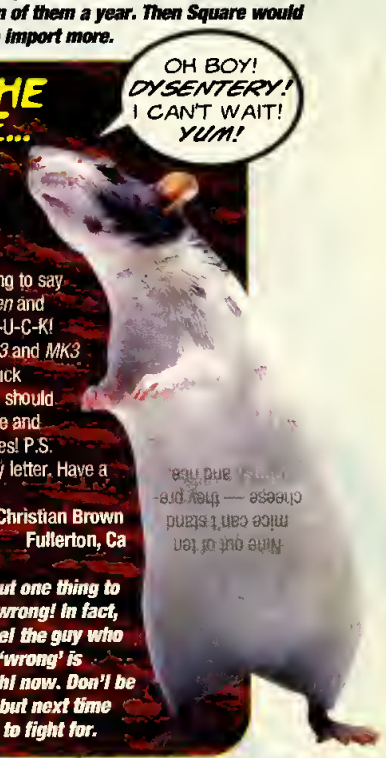
I want you all to know that I love Square, too, but I also think that some of the people there come from an insane asylum. Do you all realize the games we are missing? There are 2 to 3 times as many RPGs in Japan and most are better quality, too. So I want all you people to send at least one letter to SquareSoft demanding more RPGs (preferably *Secret of Mana 2(3)*) and if they don't, the hospitals going to get an overload. P.S. Please put this in your next issue.

Nat 'The RPG King' Smith
Bremen, GA

JEFF: OK, OK. Once more — it's true that Square of Japan releases about eight times as many RPGs in Japan as Square US releases here. That's because they can SELL them in Japan. While your passion for the genre is admirable, relatively speaking, RPGs just don't do that well in the US. A few big titles, mostly from Square, do ok, but mostly they just sit there (personally, I think it's because most Americans just hate using their brains). I love 'em and wish there were more, but your average Square title is huge — 32 Meg is the norm lately — and that's an expensive cart to gamble on. Now here's the good news — Square has tentative plans to release Secret of Mana 2 here in April (the Japanese title is Secret of Mana 3. Mana 1 was an 8-bit NES title that was never released here). Also, after cutting their teeth on Evermore (which, come on, wasn't TERRIBLE), Square's US design team has started work on a new, as yet untitled game.

Hey look, if you want more RPGs here in the US, don't write Square, just beat everyone you know severely about the head and shoulders until they buy ten of them a year. Then Square would be happy to import more.

PASS THE CHEESE...



Hey all you people out there that think *Toh Shin Den* and *Virtua Fighter* are way better than *MK3* and *MK3 Ultimate*. I got one thing to say to you — *Toh Shin Den* and *Virtua Fighter* suck! S-U-C-K! SUCK! *Mortal Kombat3* and *MK3 Ultimate* Rock! They kick major butt! I think you should all be used as lab mice and pumped full of diseases! P.S. Thanks for reading my letter. Have a nice day.

Christian Brown
Fullerton, Ca

PATRICK: I've got but one thing to say to you. You're wrong! In fact, you're so wrong thel the guy who made up the word 'wrong' is laughing at you right now. Don't be afraid to disagree, but next time pick a better game to fight for.

HE HAD NO IDEA

I need some advice. I am a regular reader of your magazine (therefore I'm psychotic) and it kicks butt! I own a Playstation and I plan to own an Ultra64 when it is released. Why I bought a Playstation, I don't know. Maybe it was because it cost $100 less than the Saturn at the time I bought it. If I have to go without *Virtua Fighter 2* any longer, I'll go insane...more so! Not to mention their other arcade hits. Anyway, I wanted to ask you if it would be a smart move to trade my Playstation for a Saturn before I buy an Ultra64? Oh yeah, one more thing, is the 'Bulky Drive' for the Ultra64 a CD-ROM add-on?

Jamie Mallard
Cordele, GA

MIKE: Dear psycho, are you crazy? You just paid $299 for a PlayStation, so trading it in for $100 is a bad investment. VF 2 is sweet, but the PlayStation has Tekken 2, Toshinden 2, and Soul Edge coming. As for the 'Bulky Drive', it is an optical drive add-on.

THE BIG PICTURE



To: the truly good people in this world, first off, I want to say, 'Your magazine is great!' I read it all the time, whether I'm watching TV, cooking dinner or just sitting on the pot. I'm hoping you publish this,'cuz I want to be famous and if you don't , I'll wrench all your teeth out with the beak of my pet rubber chicken. Sorry I sent all the other stuff with this letter, but hey, it saves trees. Don't we all care??? How can I become a ***GAME PLAYERS*** writer? I love to write, I love your magazine, and I can . AUUUGGGHHH!!! (a lot of loud, crashing noises) — Okay, sorry about that. I had to choke my chicken. He got into my *Doors* 8-tracks. As I was saying, I can keep what I write interesting. Oh, yeah, games are okay, too. Mike, Trent, and Bill: What are your main music interests? Just wondering. Goodbye for now, and remember... death to all purple iguanas.

P.S. In the December '95 edition, you published a teeny picture of 'Centaur Bill'. Is there any way I could get a bigger picture? Please? Please?

Sebastian 'Vampire' Amberbane
Clarksville, TN

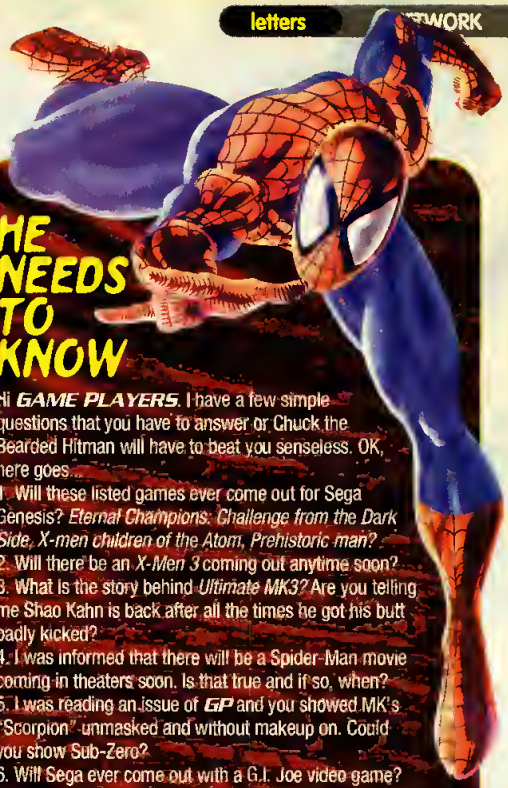
BILL: Where the hell have you been? Didn't you see that big ad we ran two issues ago that said (and I quote), 'Hey you! Yes, you, Sebastian Amberbane! We need you to be a GAME PLAYERS writer. Contact us now or we'll give the job to someone else!' I guess you didn't see that one in time, so we gave your job to another guy. Sorry! But seriously, Seb, can I call you Seb? Getting on the staff here is a matter of talent, timing, and a lot of luck! Now, on to serious matters. Take the picture of Centaur Bill and hold it really close to your face. See how big it looks now?

IN IT FOR THE MONEY

First of all, I would like to say that the recent article in issue #79 entitled 'Gaming for Dollars: Breaking into the Videogame Industry' was very interesting and I found it to be quite useful. However, it revealed only a small portion of the quickly expanding videogame industry. My first question is, do you plan on running more articles involving videogame-related employment? As an aspiring writer and avid 'vidiot' (as my other so fondly puts it), anything you could publish would be greatly appreciated. My final question: Now that I know how to get involved playing games as a career, how can I get involved in writing about it? Since I worship your publication with unrelenting zeal and admiration, anything you can provide for me will be virtually equivalent to the gospel truth and besides, I'd be real happy too.

Davin 'Real Neato Guy' Skalinder,
Gig Harbor, WA

CHRIS C: Some people say the best way to get a job as a writer at a videogame magazine is just pass out on the Editor's door the day he needs a new writer... Seriously, though, the best thing to do is just start writing, make a fanzine, write for an online eZine, start your own, whatever. Ultimately, send resumes and writing samples to the videogame magazines you like. Maybe they'll need freelancers, and maybe they'll be hiring, who knows? You should also try writing reviews for a local paper, just do anything to get your name in print and get a portfolio of clips. Good luck. I'm sure a 'neato' guy like you will do fine.



HE NEEDS TO KNOW

Hi ***GAME PLAYERS***. I have a few simple questions that you have to answer or Chuck the Bearded Hitman will have to beat you senseless. OK, here goes...

1. Will these listed games ever come out for Sega Genesis? *Eternal Champions: Challenge from the Dark Side, X-men children of the Atom, Prehistoric man?*
2. Will there be an *X-Men 3* coming out anytime soon?
3. What is the story behind *Ultimate MK3?* Are you telling me Shao Kahn is back after all the times he got his butt badly kicked?
4. I was informed that there will be a Spider-Man movie coming in theaters soon. Is that true and if so, when?
5. I was reading an issue of ***GP*** and you showed MK's "Scorpion" unmasked and without makeup on. Could you show Sub-Zero?
6. Will Sega ever come out with a G.I. Joe video game?
7. Why doesn't Sega come out with a hook-up where you can put your electrical instruments and compose? After you are done, you can listen to it!

Anthony Payne
Staten Island, NY

CHRIS: I fear no man with a beard ('cept for good old Santa, of course):
1. No, no, and no.
2. Sorry, I don't think there's much in the works for Genesis from now on.
3. Yeah. He'd make Dr. Wily proud.
4. James Cameron (T2, True Lies) is supposed to direct it, and he's even submitted a script for approval. But it keeps getting postponed — I don't know if it'll ever come out.
5. Chris Charla played both roles.
6. No, but that doesn't mean you can't still love your Real American Heroes.
7. Using the Genesis sound chip? You could call your band 'The White Noise Experience'.

TAKE THE PLUNGE

Since you have to work so hard, here's a list of fun things to do at the office:

1. Look for letters from the same person and see how their handwriting has improved.
2. Get the Sega teamplayer and do group reviews.
3. Sleep!!!!!
4. Go swimming in letters such as this one.

Justin Derringer
Pomona, NY

BILL: Gosh, Justin, you wrote such a fine letter that I decided to let the staff try all of your excellent ideas. Jeff has gone blind trying to read all of the letters we get from the same person. Patrick and Mike got into a fist fight while trying to do a group review. They'll be out of the hospital soon, we hope. Chris got about a million paper cuts trying to swim in the weird letters, but he's getting transfusions now. I tried that sleep thing, but it didn't work. It just seemed like a waste of time.



hair today, gone tomorrow

My game is called *Heavily Armed, Incredibly Hairy Midget Commandos*. You control a team of short and extremely hairy soldiers on a rampage against an army of crazed pastel woodland creatures bent on eliminating all forms of body hair. After facing an onslaught of squirrels and bunnies who scream 'Death to the unshaven ones!' while wielding straight razors and cans of shaving cream, you get to compare palm and tongue hair with a variety of celebrities and world leaders. The best part of the game is that you get a free bottle of hair growth tonic and several automatic weapons with every cartridge, so you can be just like your favorite characters.

Clinton Field,
Green Bay, WI

***BILL:* What can I say, Clint? Sure, 'You need medical help', or, 'Put that razor down slowly!' comes to mind, but in this case I'll let you off with only a 'Stay the hell away from me!' Uh oh, here come those damn bunnies again...**

dog eat... dog?

Hi! I'm Dog. My game is *Butt Biter 2: Fresh Meat*. Same day, same kibbles. Boring. Oooh, paperboy! Bite his butt! Bite his butt! Jumped on bike! Moving target! Got him! Fresh meat! Whoa, mailman! Ahhh, pepper spray! Yum, tastes good! Bite his butt! Bite his butt! Bit his butt! Two points for me! Kumbyah, purple porcupine! Bite his butt! Bite his... ow! Those are spikes? Not hair? That does it! I give up!

Ed Price,
Anaheim, CA

***BILL:* I wasn't bothered too much by your game idea, Ed, but our mailman says we gotta give him your address or he's gonna stop delivering the mail. I had no choice. Say 'Hi!' to all the guys down at the pound, DK?**

laugh, clown, laugh

My game is called *Die Screaming, Bozo!* You chase a group of frightened circus clowns around a maze. When you catch one, they burst into tears and beg you to spare their lives while doing some stupid clown trick, like making a balloon animal. Then you ram your shotgun into their big red nose and shoot!

Anthony Gordon,
Bakersfield, CA

***BILL:* Hey, Anthony, a whole bunch of clowns just left here on their way down to your house. They were all wearing really big shoes and muttering something about putting them 'where the sun don't shine.' I don't know what they meant by that, but they didn't look too happy. Just thought you'd like to know...**

winner ham and cheese

My game idea is *The Only Sane Man On Earth*. You're him, whereas everyone else is insane and they are all trying to steal your Magic Bag so they can become the rulers of the universe. To prevent this, you must escape from the asylum and beat every crazy person in sight with your trusty canned ham and cheddar cheese wheel. The boss is Fluffy, the french poodle, who is really a body snatcher bent on world conquest. Once you kill him, you can lock yourself in a closet where you'll be safe. Well, I gotta go now. Someone's trying to open the closet door.

Carl 'Only Sane Man On Earth' Anderson,
Woodridge, IL

***BILL:* Carl, I used to think just like you, until I realized the wisdom of Fluffy. So, what do you say? Just open the door a little bit, DK? Fluffy is good... He won't hurt you... OPEN THE DAMN DOOR!!!**

Hey! You, Too, Can Win A Mystery Prize!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to **Mike Bento, of Riverside, CA,** but only because we fear the brain transplant won't take. Write in today!!!

SO JEALOUS!

Look, it's time we set things straight. Mike, I know you think you're the hot pick of '96 and that there are girls lined up all the way down Old Bayshore Highway to get a glimpse at your bare chest. Well, here comes the newsflash, Mike: You're an unshaven, arrogant, sickening, has-been! Yes, there is someone on this planet who doesn't like you! With every picture of your snobby little face, I feel the itch to wipe every bit of you off the page! (Did I mention I'm a very jealous person?) Happy landings, Fishboy! Ha Ha! Merry Christmas! I hope every girl who's ever fantasized about you reads this and begins to agree.

John Price
Kew Gardens, NY

***MIKE:* I'm sorry that you can't find the courage to concern yourself with the larger problems of the world. I, in no way, care whether girls like or dislike me. You see, I have a beautiful girlfriend who happens to like my snobby little face. If this type of venting makes you feel like more of a man, then perhaps you should look deeper into your soul to find out your true feelings. Were you beaten as a child? I just want to help you through these insecure years so that someday you can become a productive man in our society.**

WATTA DREAMER...

I'm writing to you because I have a few ideas that I know need to be heard. I own a Super NES and I know by now every Nintendo owner knows about the upcoming Ultra 64. And they should also know about the SGI graphics which support *Donkey Kong, Killer Instinct* and *Diddy's Kong Quest*. Well, why don't they remake a few old hits using the same graphics which supported and basically made the new hits? Can you image a few of your old classics remade with the new SGI graphics hits like *Contra, Zelda, Metroid*, or *Megaman?* I think you get the point. All with new stories. And let's not leave out sports, all supported by the graphics of the SG chip. Imagine *John Madden '97* or *NBA Live*. They could even put them on *Super Bowl*.

Mila Short
Washington, DC

***PATRICK:* Well, congratulations! Not only will you be getting an updated Madden for Ultra, but you will also get a new Zelda early in '97. They're not going to be remakes of the old games, but they will be new versions of your favorites with awesome new sound and graphics. Trust me, it's better this way.**

ULTRA QUESTIONS!

I have a few questions about the Ultra 64. First off, in the Ultra 64 game lineup (January '96) there were no *NFL* or *NBA* games listed. Will there be any *NFL* or *NBA* games by Christmas 96? Also, is the Bulk Storage Medium an add-on that would cost me extra money, or is it built right into the Ultra 64? And if it is an add-on, is it worth the extra cash? Lastly, do you think the Ultra 64 is a better system than the PlayStation?

Ivan O'Brien
Frederick, MO



***PATRICK:* So far, the only official sports titles announced for the Ultra are Ken Griffey Baseball and FIFA Soccer. Remember that traditionally, Nintendo has never been known for their sports titles. Lastly, the 64 DD (the bulky drive) will be an add-on peripheral and will cost extra. TECHNICALLY, yes the Ultra is superior.**

MESSIN' WITH THE KID

In issue 80 and every other issue I can remember, you have messed with Mike. I just need to say Mike rules and Bill sucks.

Jason (the master) Andrews
Clinton, OK

***MIKE:* The only reason I let Bill survive is because I don't mind being messed with. However, once I find the necessary ingredients to deal with Bill properly, it will be done. Remember that the meek shall inherit the earth.**

***BILL:* The only thing the meek are gonna inherit around here is a two week stay in The Box!**

SHUT UP, ALREADY!

Dear Mr. Donohue, I have been a loyal reader for about 2-3 years and I think that you are the best. I would really like to meet you and the rest of the crew. Bill, why didn't you go to the Shoshinkai Show? You could have played a U64! I will also help you think of more strange and bizarre life forms to put in The Box. I have some questions I would like you to answer, if possible:

1. What is your favorite and least favorite SUPER NES, GENESIS, PLAYSTATION, 3DO, SATURN, 32X, JAGUAR, JAGUAR CD, and ARCADE game?
2. Which system do you prefer (I should let you know that I am a loyal Nintendo player)?
3. How many games have you reviewed in your career?
4. What sports games have you reviewed?
5. How do you pick the Reader Art and what is your favorite piece of art?
6. How long have you been with GAME PLAYERS?

Please send a response or print one and I will be your humble fan forever and ever and ever and ever.
Your devoted fan,

David Dial
Woodward, OK

BILL: *Here we go:*
1. I can't tell you, 'cuz that would trash the impartiality of the magazine.
2. See Answer #1.
3. Uh... none.
4. Uh... see Answer #3.
5. With my eyes closed. My favorite is the one that comes with the money and beer in it.
6. Almost two years, but some days it seems longer, just like life.

HE'S NOT WELL YET...

I got a few questions about video games. Cool, Huh?!

1. Is *Ultimate MK3* coming out for 32X?
2. Is there going to be another *Doom* game? Like a special *Doom X* thing...
3. Is there going to be another *Doom*-style game like *Castle Wolfenstein* coming out for the 32X.
4. This is the most important one. Back in your October issue there was a PlayStation give away contest. I entered and a few weeks later, I got a thing in the mail saying that you are 1 of 5 to win a Sony PlayStation and *Discworld Nova Storm* games in the Psygnosis give away. When am I going to get my PlayStation or was this a sick joke?

Brian Perry
Springhill, FL

MIKE: *Sorry, when you bought Sega's little 'add-on that couldn't', you pretty much doomed yourself to a life without any games you really want. The 32X is dead, and it's doubtful there'll be more than a few games all year.*

PATRICK: *32X this, 32X that, is that all you can think about? I doubt they'll make* Wolfenstein *for anything else at this point.*

BILL: *I checked the list of winners and your name wasn't on it. I guess someone was just pulling a sick, but kinda funny, joke on you.*

CODE MONKEY MAIL CALL

First of all, I would just like to say that GAME PLAYERS is the only videogame magazine that I read, and I do agree that it is THE best gaming mag on the shelf.
In the Holiday issue of GP in the codes section, there is a code for *Donkey Kong Country* that said to enter MAXX for 'Iron Man Mode' to show up. What is the 'M' supposed to be on the controller? Or is the code just a typo? I tried other letters like B, L, and A, but nothing worked. I also pressing the middle of the control pad, but it wouldn't work. My friends and I would really appreciate it if you guys could help us out. Also, are Sega Saturn CDs compatible with the Sony PlayStation and vice-versa? I don't think they are but I figured you would know. And lastly, which games would you recommend to a PlayStation owner?

Matthew Branch
Yulee, FL

CHRIS: *First of all, no, PlayStation and Saturn CDs are definitely HOT compatible. For our fave PS games, just check our Now Playing section and look for the Ultimate Award Winners — you can't go wrong with any of those beauties. As for the* DKC2 *MAXX code, well, I honestly have no earthly idea where that came from. None of us do. It was just a really weird typo and I sincerely apologize for the inconvenience. Maybe we were sabatoged, or something...*

BEAR WITH US...



I would like to know how to get a mail order 'Take Over the World Kit' with a free Blood Bear. I also have a couple of other questions like:

1. Should I buy a Saturn or a Playstation? This is really bugging me.
2. Would you be Vice World Dominator?
3. What's the best RPG for both Saturn and Playstation?
4. Is Gazuga dead of alive, because if he's alive, I may have to worry about the competition!
5. Will *Ultimate MK3* come to any home systems in the near future?

I promise to spare you if you answer these questions truthfully.

Chris 'Insane Almost Dominator of the World' Wentzel,
Warsaw, IN

CHRIS: *The kit is $19.95, but thenks to our 'friends' in the government, we can no longer offer you the bear. Anyway...*
1. Can't help you — they're both awesome.
2. is that anything like 'Miami Vice'?
3. There's not much to chose from.* Mystaria*'s pretty good for Saturn, and* King's Field *is good for PlayStation. There's more on the way, though.
4. No one really knows for sure what happend to ol' Gazuga...
5. Yeah, but Williams' plan is still a little unclear at this point. They've said that we can expect a 'special'* MK3 *for PlayStation later this year, but that it won't neccesarily be the Ultimate version.

VERY STABLE

Dear Dead Horse:
'.....'
P.S.

Dead Cow
Brooklyn, NY

DEAD HORSE: '.....'

CHIP DIP!

Hi there! I have something to say and some questions to ask...ahem... Here are the questions. Answer them and you shall be rewarded.

1. Do you think there will be a *DKC III*?
2. Do you think the Ultra64 will be BIG?
3. Will the SNES be forgotten like the NES?
4. Is Bill Donohue related to Phil Oonahue?

There they are. By the way, I'd like to say I love your mag. I wait every month to get it. Oh and Bill, I have enclosed $500 in small unmarked bills. I am your slave. Excuse me I gotta go check on my roasted wood chips.
See ya!



Richard 'Keith' Sewell
Hosford, FL



BILL: *OK, get that reward in the mail! Here we go:*
1. Sure, why not...
2. Yep, I bet it'll be so big, you'll have to hold it with two hands...
3. Super WHAT? I'm sorry, but I don't know what you're talking about. (Just kidding!)
4. Here's a little clue, Richard. Phil spells his last name with an 'a', while I spell mine with an 'o'. Plus, he's married to Marlo Thomas. I'm holding out for Heather Thomas...

PENS IN THE ASYLUM?

Hey, I was reading your mag when I saw your subscribing ad. Hey! Your magazine does read better... your covers are cool too! HEY!! WOW! (smack... smack) MAN, you gotta give me this recipe! These even smell better than the library.

Nathan Morgan
Black Canyon City, AR

***BILL:** I guess the secret's out. Remember way back in kindergarten, when you used to eat that paste? Well, we've taken that original recipe, and added in some secret herbs and spices, and lovingly smeared it all over every single page in every single issue! Yes, we know it takes extra time, but our readers are worth it!*



Dear Bill, you are my mentor. Man, you are the greatest. I worship you every day and night. Kill Chris, Jeff, Mike, Patrick, Roger, Bill and the other Chris or better yet, stick them in the box and don't let them out for weeks. Do it. Come on, pleasure your fans. Teach me the way of the dark side.
BILLLLLLLLLLL!!!!! Ska Ku DA Man Kdi Cua Bu Dou!! Ha! Ha! Ha! Ha!

Juan 'Owner of the Bill Fan Club' Sanchez
Jamaica, NY

***BILL:** Well, Scoobie Doobie Doo to you! Actually, with all the use The Box has been getting lately, I've decided to try some renovations. I'm gonna remove the padding on the shackles and install quick release doors on the animal pens. The new video system will ensure an excellent view of the ensuing mayhem. By the way, the $500 in small, unmarked bills you've been charging for the club should be forwarded directly to me!*

My parents were always telling me to get off of my ass and stop playing videogames. I really tried to, Bill, but let's face it, I'm a freakin' addict. I found a way to keep my parents off of my back, but I was wondering if you knew a good place to hide a body or two. Damn, it's the freakin police again — Guess it's time to turn off all the lights and hide in the closet. Bye-Bye now !!!

Ross Edwards
Nassau, NY

***BILL:** Ross, when are you going to learn that the closet is the first place the police look after a crime? If I were you (and I'm glad I'm not!), I'd just prop up those bodies in front of the TV and turn on any talk show. No one will ever know the difference. Have fun in prison!*

Hey gang! What are you waiting for? You can be a Charter Member in the Bill Donahue Fan Club! It's fun and easy to join! Just send $500 in small, unmarked bills to 'I Wanna Be In Bill's Fan Club!' After I receive your money in the mail, all you have to do is wait for me to send you something back! Don't hold your breath!

THEY NEED IT BAD!

Hey, can you guys tell me if Sega is coming up with a new slogan? I think they need one very bad. Also, I have these other questions I would like to know:

1. What is that cartridge-type thing above the CD game player on the Saturn for??
2. Do you think SquareSoft and Enix will make games for Sega?
3. Is there a way that Sega will take game ideas for the Saturn??? I've got an entire RPG made up, including the characters, story, and everything else an RPG needs!!!

Evan Johnson
Albany, OR

***PATRICK:** First things first, the cartridge slot on the Saturn is for extra RAM (memory) carts. Secondly, NO, SquareSoft will never do games for Sega. Essentially, Nintendo and Square are inseparable. As far as offering game ideas to Sega, I can only suggest that you give it a shot. Sega is like any other giant company — difficult to contact, but not impossible. There are some nice folks there, hopefully you can find them. Finally, you'll have to let us know which slogan you don't like before we can comment!*

HE'S SERIOUS

I am a serious butt-kickin' Sony PlayStation freak! I just have 2 questions: Is there any info on how I could purchase any Sony promos like posters, T-shirts, baseball caps, etc. And second, who is the bikini-clad girl in the *Destruction Derby* promo?

Paul Lagoy
Washington D.C.

***BILL:** Why, sure! Just send all of your money to me and I'll make sure it goes to the Sony souvenir guy! Seriously, we have seen some T-shirts, but we're not sure if they're available for sale yet. As far as the girl in the bikini goes, it isn't far enough, but I'm working on it! Man, am I working on it!!!*

Reader Art Winner

Once again, *Bill Donohue* is back with more reader art and severely bloodshot eyes!





Chris Flecker, Pittsburgh, PA

His Heimlich maneuver really needed a little wark!



Donny Vanke, Cleveland, OH

What da you mean, I can't get into Sports Illustrated?



Michelle Primavera, Clifton, NJ

It's a good thing Beavis doesn't like grapes...



Ryan Terry, Houston, TX

Raising young Mario wasn't always a pleasant task.

HE'S GOT THE MONEY!

I have been researching for some time now on which new game system to buy. I read your magazine for all the articles about them. There are just so many questions about them that I have. (Currently, I have $400, so money is no set back.) Here goes:

Nintendo U64

1. What's the deal with that *Final Fantasy* game series, anyway?
2. What's the systems retail and definate release date?
3. If you know what the pickins are ...

Sega Saturn:

1. Where the freakin hell did *Sonic* go?
2. Are there going to be any *Phantasy Star* games, or games like it?

Sony PlayStation

1. When is the definate release date of *Tohshinden2* and *Tekken 2?*
2. I would like the whole story on that *Beyond the Beyond* game!

If you wouldn't mind answerng these questions as only you, the supreme masters, can. Also, I seriously don't care about the graphics of games, just gameplay and storyline. I'm mad about RPG's so that will count too!

Joey Asphanani
Katy, TX



JEFF: Why do they keep draggin' me back? I don't work here any more!* Final Fantasy — *not until the fall sometime in Japan, no US date announced. U64 — $250, 'late April,' maybe. Pickins — huh? What's a 'pickin?' Sonic — undergoing painful cosmetic surgery to become a 3D character. Recovering. Tohshinden 2 — May. Tekken 2 — fall, maybe. Beyond the Beyond — game cool. Can I go now?

ON AND ON AND ON...



I have a few requests and a couple of questions. First, I think that Bill should be president of the United States. You might consider changing the name of the magazine to Bill's Game Tips. Just a suggestion. The Gamer X gig is up. Gamer X did not get killed by Gazuga, he killed Gazaga! There was no Cleansing, no skullbats, and no Centaur Bill! I have proof! I caught Gamer X snacking in the neighbors refrigerator and he got thrown in Alcatraz!! The Dead Horse got eaten by the Big Bear. There is also a new token of the month. His name is Bob. He is stronger than a dinosaur, smarter than Chris, and more of a killer than Jason. He never sleeps and doesn't like people at all. He is my best friend. He has a shell like a turtle, six legs, the feet of a bear, the head of a lion, tail of an alligator, and orange glowing eyes. U64 is the ruler of the market even if it hasn't come out yet. The Sega Saturn should be put on a ship and dumped on the moon. I especially like the cool controller for the U64. In *SSF II* for Sega Genesis, is there a way to be Akuma? If so how? I found that on *Mega Man 5* on the regular 8 bit Nintendo, if you use the Game Genie code for infinite megatanks on pickup, and select the megatank when there is a bad guy on the screen and have full life and energy for all your weapons, if you use it, it kills the guy and turns him into a free life.

Matt Kandoll
Kelso, WA

BILL: Hold on a minute, Matt. Let's not get all carried away! After all, how can we be sure that the Ultra 64 will be the ruler of the gaming world? The Sega Saturn has quite a few fans, including some of the guys here in the office. As for killing that guy for a free life, that was just plain crazy! Your letter scared me, Matt! I mean, it started out normal and then got really weird and really scary! You need help!

THEY'RE OUTA HERE...

I own a SNES, SEGA CD, 32X and a GAME GEAR. What are some games that will be released in '96? My favorite games for those systems (that I own) are *Chrono Trigger, Eternal Champions, Challenge From the Dark Side, Doom*, and *Shinobi 2*. Do you think that Sega might still release the *AKIRA* game? Also the following people should be fired: Patrick, Chris Charla, Trent, Roger, and the tall guy with the gold teeth and the long beard who's always talking to that other guy (at least I think he's the guy).

John Thompson, Eric Gossett
Boulder, CO

CHRIS: Sorry, but 1996 doesn't look like a very good year for your systems, and there's no word yet on a Sega Akira game (if it were to be released, it would most likely be on Saturn, and not your other Sega platforms). As for your last request, don't worry — those guys are history! Good riddance, LOSERS! That is, all of 'em except for the tall guy with the gold teeth and the long beard — he just has way too many useful... purposes.

Connections

I'm a 21 year old Marine into fighting games and RPGs. I would like to hear from girls 19 and up to talk about anything.

LCpl Edward Brandley
1st CEB 1st MarDiv B Co
Camp Pendleton, CA
92055

I'm a 13 year old boy with nothin' to do. I have a SNES and enjoy RPGs. I will write back to anybody. Please send a picture and $500 in small, unmarked bills!

Darius Romero
276 Brandywine Dr.
Orangeburg, NY 10962

I'm a 12 year old girl who loves sports, video games and music and would like to hear from you. Please include a photo.

Janelle Calindas
10817 Orchard Pl. NW
Silverdale, WA 98383

I'm 12 and would like a penpal between the ages of 11-15. I usually get the latest codes for Sega Genesis. I love trading codes

Chris Anderson
470 N 300 W
Logan, UT 84321

I am a 25 year old male with a Sega CD, Super Nintendo, and a Sega. I enjoy playing RPGs and fighting games.

Kevin A. Hans
512 Newman St.
Knoxville, IL 61448

I'm a 13 year old boy looking for a penpal between 13 and 15 to talk about anything. I would prefer a girl but will accept whatever I can get.

Theron Howard
175 Southgate Rd.
Buffalo, NY 14215

I am 14 yeard old and I would like a penpal around my age. I like sports games and fighting games.

Thomas Averill
8166 S. Main St.
Springwater, NY 14560

I'm a 13 year old male and I would prefer a female penpal but I will answer all letters.

Adam Mueller
5264 Marian Dr.
Lyndhurst, DH 44124

I'm 10, own a Genesis and want a penpal. Any questions?

Byran Wallace
279 W. Leyden Rd.
Leyden, MA 01337

I'm a 9 year old boy who owns a SNES. RPG's and adventures are my specialty. I prefer a boy, ages 9-13.

Craig Weitzel
1936 McLees Ct.
Escondido, CA 92026

I'm a 14 year old looking for a girl penpal between the ages of 14 and 16.

Rick Bradley
6155 Roby Ln.
Richmond, IN 47374

Kimberly needs a penpal. She's 15 and will write back to all, especially guys so don't wait all year to WRITE!

Kimberly Harrow
20002 SW 86th Ave.
Tualatin, OR 97062

I really want a penpal. I am a 13 year old man and prefer a woman penpal 21-27. Just kidding! A girl any age will be OK!

Tim Tucker
7504 Mason Ct.
Middleton, MD 21769

Get off your @$$!

Write to *Game Players* at the following addresses:

For game ideas, write to:
Game Ideas;
Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010

To get into the Connections section, write to:
Connections;
Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010

For general Network letters, write to:
Readers' Network;
Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010

Or check out our web site at:
http://www.gameplayers.com



INFO TRAK

Just think... If you hadn't picked up this issue of *GAME PLAYERS*, you would have remained totally clueless about all the really neat stuff printed below. Now, some people might tell you that ignorance is bliss, but we've always felt that those folks were in need of some professional help. Anyway, enjoy the news!

Playmates Scores Big

Playmates manages a big score with publishing rights to *Toshinden 2* for the PlayStation



***Battle Arena Toshinden 2* for the PlayStation is sure to be an amazing success for Playmates.**

When the PlayStation launched in September, there was one big reason for its success — one gleaming, killer app — and that was *Battle Arena Toshinden*. The game, developed and published by Takara in Japan, was released by Sony Computer Entertainment in the US after a bidding war with Playmates. Due to a long-standing relationship between Playmates and Takara, a relationship that has existed within their toy divisions since the '70's, Takara was reportedly eager to do right by Playmates after letting the original *Battle Arena Toshinden* go to Sony for an undisclosed dollar amount.

The opportunity to give something back to Playmates came sooner than most expected, with the sequel to *Battle Arena Toshinden*. According to sources at Playmates, the seed was planted early on for securing the rights to the sequel. Takara, in the interest of preserving a valuable relationship, was eager to oblige. In the meantime, Sega is prepared to release a reworked version of the original *Battle Arena Toshinden* for the Saturn. As of right now, Playmates has no plans for releasing a Saturn version of the sequel, but there is nothing keeping Sega from doing so.

Sources at Sony say that letting the sequel go to Playmates was never a real issue, as the deal with Playmates was already in place before the deal for the original was set in stone. Otherwise, it seems certain that another bidding war would have ensued. Meanwhile, Playmates is sure to have a giant success on its hands with *Toshinden 2*.

Madden and NHL Cancelled!

...as the Champ gone down for the count?

Two of the most successful sports franchises ever won't get a chance to make their 32-bit debut until next season. *Madden* has been the best-selling 16-bit sports series ever, but work on getting *Madden '96* ready for the PlayStation has been postponed until the fall of '96. *NHL '96* for the PlayStation fell to the same fate and won't make it out until next Christmas.

EA Sports claims that, 'Our commitment to quality was a critical factor in achieving our #1 market position in the sports category and we are not willing to jeopardize that standing by shipping products that fall below our standards for outstanding gameplay'. While it's disappointing that EA isn't shipping *Madden* or *NHL* for the PlayStation, it's good to see a company that refuses to release a product that isn't ready. We fully expect that *Madden '97* and *NHL '97* are going to be ready on time and up to the usual EA quality.

The True Meaning Of A 32-bit Christmas

Retailers and manufacturers have a special term they like to use for the holiday season - Sell, Baby, Sell!

And the winner is.... well, that depends on how you interpret the press releases. There is no doubt that Sony had a very, *very* merry holiday season which helped to catapult it to the 800,000 mark in North America, giving them a worldwide installed base of 3.4 million. In the 32-bit war, this makes Sony the undisputed champion of North America. Sega, on the other hand, did well this year, thanks to a much-improved holiday performance shooting it to the 400,000 mark in North America, giving Saturn a world-wide installed base of more than 3 million.

Other big success stories were software titles such as *Virtua Fighter 2* for the Saturn, which sold 200,000 units in December alone, helping to boost software sales for the Saturn in North America to 2 million units. Sony had some giant software numbers with games like *Battle Arena Toshinden*, *Ridge Racer* and *Mortal Kombat 3*; all surpassing the 250,000 mark in sales. Overall, though these numbers don't quite stack-up to the 16-bit holiday numbers of years gone by, this was a great year for videogames.

Was it the best holiday season ever? Well, not exactly — but it wasn't bad, either.

Kareem And Magic: Together Again

Big players want bigger players





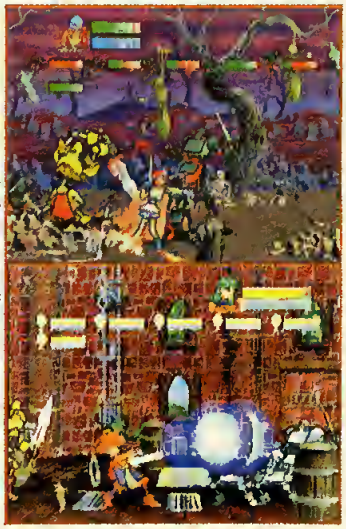
During a press conference before the Lakers vs. Timberwolves game on January 9th, Crystal Dynamics announced that they had struck a deal with the former Laker stars. Kareem and Magic are signed on to represent Crystal Dynamic's *Slam 'N' Jam '96 Featuring Kareem and Magic*. At halftime of the basketball game, *Slam 'N' Jam '96* was unveiled at center court. Kareem and Magic were each presented with checks for $16,000 dollars, which they are donating to separate scholarship funds at their Alma Maters (UCLA and Michigan St., respectively).

According to Crystal Dynamics, 'The signing of two of the consummate champions is a perfect fit for the first game on our Championship Sports label. Kareem and Magic were the best, and so is our product'. Unfortunately, there won't be an NBA Player's license for the game, so the only real players in the game will be Kareem and Magic. As for their input for the game, when Magic asked his 15 year-old son what he wanted in a basketball game, his son said, 'I want bigger players'. So Crystal Dynamics made the players bigger. I guess when you're Magic's son, you get what you want.

A Bigger Brawl

Saturn to get first six-player fighting game

Sega is preparing to unleash its Japanese hit *Guardian Heroes* on the US market. The new brawler features gameplay similar to Sega's popular 16-bit series, *Streets of Rage*, with the notable addition that up to six players can now join in the fight using Saturn's six-player adapter. We haven't had a chance to fully test this one out, but even if it turns out to be nothing more than your average side-scrolling beat-'em-up, there's a lot to be said for the six-player feature. We'll have more on this one in the months ahead...



Finally, a reason to buy the Saturn six-player adapter! Just think of all the fun you'll have with your friends (if you can keep from beating on each other instead of the bad guys)!

PlayStation Gets Tekken 2

Namco's 32-bit follow-up to its Christmas best-seller is looking hot



Well, it's certainly no big secret that Namco is prepping a PlayStation version of its worldwide arcade smash *Tekken 2*. And after the job Namco did translating the first game, it should also come as no surprise that the home version of *Tekken 2* is looking every bit as good as the arcade original. Rest assured we'll have tons more coverage in the months to come, but for now here's a small taste of the fighting perfection that's heading your way...



GAME GOSSIP...

Gossip? You want Gossip? Hey, we're your all-access pass to the rumor mill; your wire-tap on the gaming grapevine. We've got all the news that's unfit to print and secrets that'd make Victoria blush. We got more dirt than E.J., and it won't even cost you a quarter, man.

Ultra 64 Update

Nintendo, apparently tired of all the rumors and speculation that Ultra 64 won't make it for April, has finally answered back. It feels that these rumors have been started by the competition to get impatient Nintendo gamers to switch over to other systems. Howard Lincoln, Nintendo Chairman, put it like this, 'Everyone knows that we are trying to get Ultra 64 to all markets as quickly as possible. We're not trying to confuse anyone.' Still, many industry pundits still say that the Ultra 64 will be delayed, possibly even as late as September. Our take? Expect the machine to ship no later than early May to US retailers. • Nintendo of Japan is beginning to confirm rumors that the Ultra 64 disk drive will allow players to modify the disk-based games by downloading additional info from the Internet. It works like this: A U64 modem will offer Ultra gamers access to codes, cheats, and other info on Nintendo's Game Site. The interface is reported to be in development with Netscape, and although Nintendo originally denied any affiliation with the company, recent announcements and subtle hints from the 'Ranch Mario' seem to indicate otherwise..



Just what is Sega up to?

One of the many rumors that continue to chase Sega speculates that the videogame giant will leave the hardware business entirely within the next few years. In a recent interview with NEXT Generation magazine, Sega of America President Tom Kalinske denied the rumors, citing that Sega makes its money from its hit arcade translations, and that no other systems could handle them. As he put it, 'We have to make a hardware platform that we can sell our software on'. • Sources inside Sega also told ***GAME PLAYERS*** that Sega's PC Software division is currently working on PlayStation and 3DD versions of several popular Saturn titles, including *World Series Baseball* and *Virtua Fighter Remix*.

***Virtua Fighter*... on PlayStation? Don't set aside those virtua-bucks just yet.**

PlayStation in '96



Responding to rumors of a 'PlayStation 2' propagated by other, less-reputable gaming magazines, Sony released a statement saying that there are no plans whatsoever to replace the PlayStation in the near future. The release stated: 'Sony isn't going to make the mistake of other console manufacturers and promise the release of a new improved version of the PlayStation'. Sony did, however, hint that the PlayStation would 'grow and expand'... • Sony's basketball game, known before only by its UK title *Total NBA*, will have a new name by the time it reaches US shores in March — *NBA Shoot Out*. And that may not be the only change, either. Apparently, Sony US is more concerned with how we basketball-crazy Americans will pick it apart, so the company is planning to add more features just to be on the safe side. Rumor has it that the developers of Sony's *NFL GameDay* and *NHL Face-Off* had already begun development on a basketball title when they learned of Sony's deal with a UK-based developer to produce *Shoot Out*, and they were none too happy. After the great job those guys did with the first PlayStation sports titles, here's hoping Sony picked the right team for the job... Sony will also be releasing its baseball game, *MLB Pennant Race*, at the end of April. • *Destruction Derby 2* is in the works for a fall release, and will feature 'more driving and less destruction'. The developers promise a more 'arcadey' feel than the first, in response to consumer input.

Whole Lotta Shakin' Goin' On

Due to several unsuccessful titles, Digital Pictures was forced to lay off about half of its production staff. As the story goes, DP pursued Acclaim for additional funding (Acclaim is a major investor in DP and currently distributes its products), but due to Acclaim's own recent disappointments (notably *Batman Forever*) and inventory problems, Acclaim was unable to help. • Speaking of Acclaim, the megacorp is rumored to be under investigation due to a product buy-back fiasco. Acclaim reportedly bought back several thousand units of unsold products and claimed they were actual consumer sales. In simple terms, this is fraud, and illegal. Acclaim claims the whole thing is a mistake, and that they have done no such thing. The company's stock, however, has dropped drastically over the past few weeks. • In January's Gossip column we ran a story that SquareSoft was rumored to be closing its current Redmond, WA office. After talking with the friendly folks at Square, it seems that nothing could be further from the truth. Apparently, Square will be opening an LA office to pursue movie-based licenses among other things, but the main Square Redmond will remain the main focus for all US operations. The US-based development staff (the guys who brought you Secret of Evermore) are even beginning work on a second, more challenging adventure. Hmmm...



Bits and Bytes

Goldstar is dropping out of the 3DO market, but my re-enter the hardware business as a licensee of Matsushita's M2 technology in '97. Panasonic is now the only 3DO hardware manufacturer left... • A rumored $199 Saturn is rumored to be just around the corner. Supposedly, the machine could even hit before Ultra 64. 200 clams to play AM2 arcade games in my living room? Now THAT would be something... • Several key people are said to be leaving Nintendo to form their own development group with Denver-based DMA Designs (the folks doing *Body Harvest* for U64). Included in the group is Tony Harmon, who was instrumental in hooking Rare up with Nintendo. Good luck, guys! • Finally, congratulations and best wishes are also in order for our good friend David Perry of Shiny Entertainment, who just returned from a few well-earned weeks of R&R in Fiji for his honeymoon. We wish David and his new bride all the best (you warned her about the cow, nght?). We'll see you back here in thirty days!

"ONE BONEHEAD CALL AND THIS

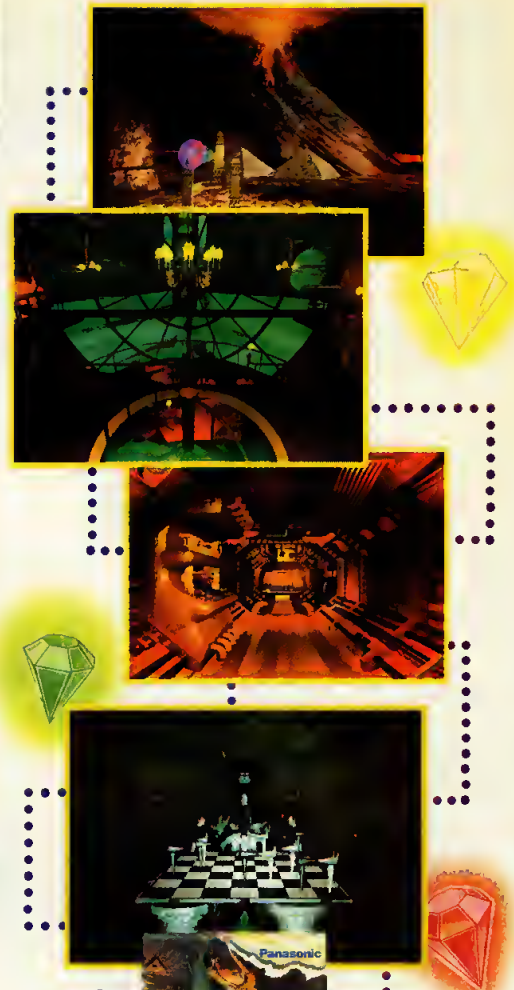


GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone™, Johnny "Torso", FL



"Gotta' have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics. Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' tonite? Adios, Chuckie."





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Hit Lists...

Send in the title of your favorite game to the *GAME PLAYERS* website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like *Matt Dillon, of Jacksonville, AR!* His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!

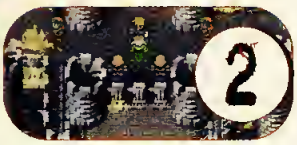
Our Reader's Top Ten

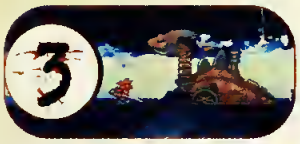
Based on our reader mail!



Donkey Kong Country
Super NES
Nintendo

Final Fantasy III
Super NES
Square Soft





Chrono Trigger
Super NES
Square Soft

Battle Arena Toshinden
PlayStation
Sony CE

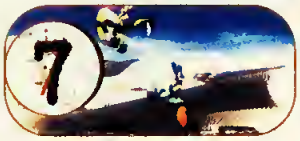




Killer Instinct
Super NES
Nintendo

Killer Instinct
Arcade
Nintendo





Mortal Kombat 3
Arcade
Williams

NBA Jam TE
Super NES
Acclaim





Mortal Kombat II
Super NES
Acclaim

Earthworm Jim
Genesis
Playmates



Our Own Deluxe Top Ten!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	*Toshinden 2*	PlayStation	Takara
2	*Resident Evil*	PlayStation	Capcom
3	*Virtua Fighter 2*	Saturn	Sega
4	*Fighting Vipers*	Arcade	Sega
5	*Super Bomberman 2*	Super NES	Nintendo
6	*WipEout*	PlayStation	Sony Interactive
7	*Virtua Cop*	Saturn	Sega
8	*Kileak: The Blood 2*	PlayStation	Sony CE
9	*NFL Gameday*	PlayStation	Sony Interactive
10	*NHL Face Off*	PlayStation	Sony Interactive

Top Ten From The U.K.

	GAME	SYSTEM	PUBLISHER
1	*WipEout*	PlayStation	Sony Interactive
2	*Virtua Fighter Remix*	Saturn	Sega
3	*Ridge Racer*	PlayStation	Namco
4	*Battle Arena Toshinden*	PlayStation	Sony CE
5	*Daytona USA*	Saturn	Sega
6	*FIFA Soccer '95*	Mega Drive	Electronic Arts
7	*Brian Lara Cricket*	Mega Drive	Code Masters
8	*Donkey Kong Land*	Game Boy	Nintendo
9	*PGA Golf Tour 3*	Mega Drive	Electronic Arts
10	*Myst*	Saturn	Sega

Top Ten From Japan

	GAME	SYSTEM	PUBLISHER
1	*Dragon Quest VI*	S. Famicom	Enix
2	*Virtua Fighter 2*	Saturn	Sega
3	*Ridge Racer Revolution*	PlayStation	Namco
4	*Puyo Puyo 2*	Saturn	Taito
5	*Donkey Kong Country 2*	S. Famicom	Nintendo
6	*VF Image Disk (Akira)*	Saturn	Sega
7	*King Of The Spirits*	Saturn	Atlus
8	*Virtua Cop*	Saturn	Sega
9	*Rockman X3*	S. Famicom	Capcom
10	*Romancing Saga 3*	S. Famicom	Squaresoft

Write In And Win A Game!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game system you own! Send your postcard to: Write Yer Own Dam List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own dam list!



1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

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EXCLUSIVE! Subscriber's newsletter

RPGs — Where ARE They?!

Hate to say it, but if you're a fan of RPGs and you've got a Sony PlayStation, it looks as if you may have bought the wrong system. Currently the only RPG in the works for the PlayStation is *King's Field* from ASCII. *KF* is a great-looking game, but sadly the only one of its kind.

Apparently, Sony feels that all games (including RPGs) should show off PlayStation's awesome 3D capabilities, leading the company to turn away many third parties who are eager to port over hot Japanese titles like *Arc the Lad* because they are 'graphically limited.' The Sega Saturn, on the other hand, has a whole gaggle of RPGs on the way. For instance, Working Designs has just secured the rights to bring *Magic Knight Rayearth* and *Shining Wisdom* over from Japan. Working Designs, known for its previous Japanese RPG translations like the *Lunar* series for Sega CD, is rumored to have been shut out by Sony. A source inside WD sees it this way, 'These two RPG titles have gotten rave reviews from the Japanese press, and will be well received in the states.' He went on to say, 'As far as RPGs go, these are the best. I have never seen anything quite like them.' High praise, indeed.



Meanwhile, Matsushita (the guys who bought M2 from 3DO) is said to have ordered as many as 40 Role Playing Games for M2's first year alone. Wow.



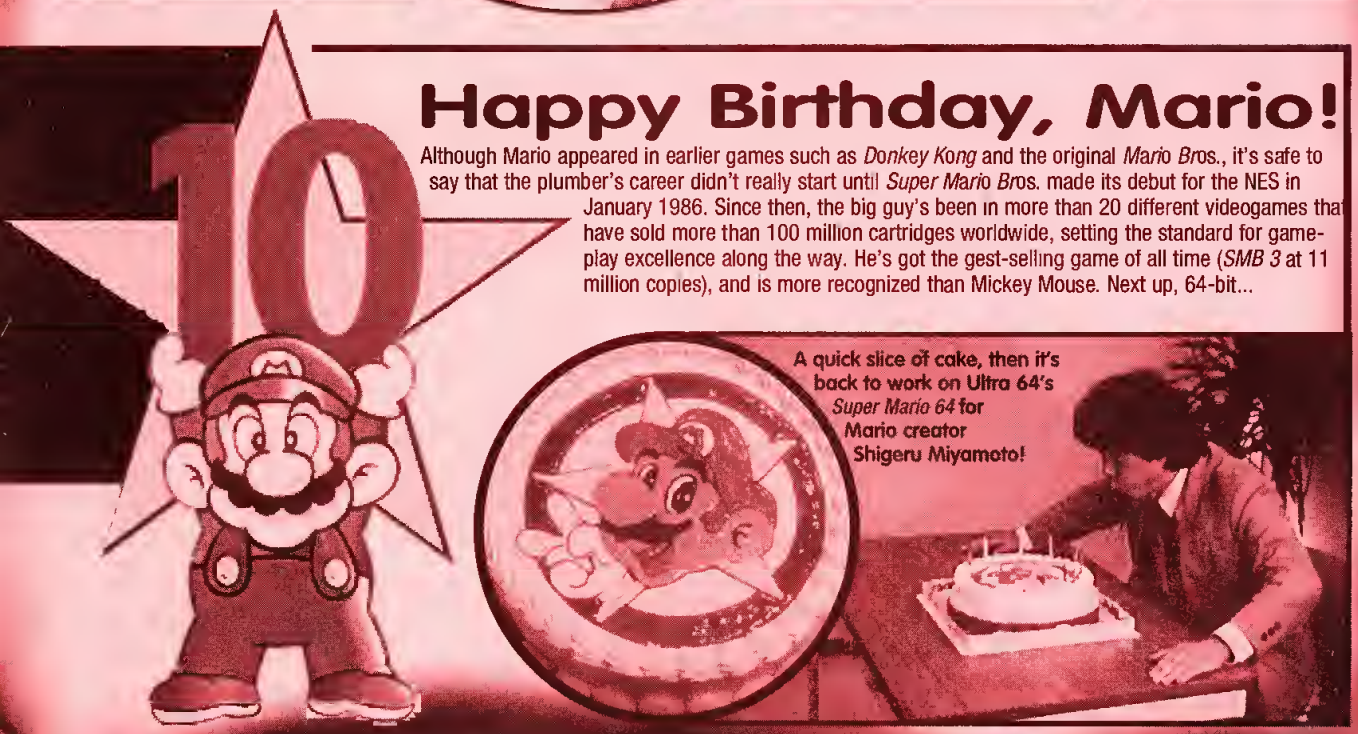
King's Field is one of the very few RPGs on the way for PlayStation. The polygon graphics are great, but Sony fans are clamoring for a more traditional videogame RPG...

Shining Wisdom, coming to Saturn from Working Designs, doesn't use 3D graphics. But should it *matter?*



Happy Birthday, Mario!

Although Mario appeared in earlier games such as *Donkey Kong* and the original *Mario Bros.*, it's safe to say that the plumber's career didn't really start until *Super Mario Bros.* made its debut for the NES in January 1986. Since then, the big guy's been in more than 20 different videogames that have sold more than 100 million cartridges worldwide, setting the standard for gameplay excellence along the way. He's got the gest-selling game of all time (*SMB 3* at 11 million copies), and is more recognized than Mickey Mouse. Next up, 64-bit...



A quick slice of cake, then it's back to work on Ultra 64's *Super Mario 64* for Mario creator Shigeru Miyamoto!

MOO COW COMICS

#100 COLLECTOR'S ISSUE!

EARTH'S FRIENDLIEST HERO!

SUPER BUDDY



WHEN MILD-MANNERED BILLY BLACKLIVER SIPS HIS SECRET ELIXIR, HE BECOMES THE EARTH'S FRIENDLIEST HERO!

GIANT-SIZED COLLECTOR'S ISSUE!!!

PLUS:



BARF LAD TRAPPED IN HIS OWN SPEW!



THE RETURN OF THE WHISTLER!

CAN OUR HERO PUT HIS ARCH-FOE BACK BEHIND BARS, OR WILL WHISTLER'S SPIDERS SPELL DOOM FOR S.B.?

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC AIRSHIPS THAT ARE WHIZZING BY YOUR MELON LIKE A

SWARM OF SUPERSONIC YELLOWJACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE. THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND POP IT BACK INTO MY PLAYSTATION.

CyberSpeed



Oh, the thing [illegible] eight airships, nine [illegible] latest texture [illegible] spin. Even a shaved one.

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Web Stuff...



Listen-up all you sports fans. I know what you're thinking — in the world of video games, you're always getting the short-end of the stick. Well, this month we're going to throw you a bone. You may not have known it, but there's quite a bit of sports game information on the WWW and we're going to tell you where to find at least some of it.

Sega Sports

With some recent titles making their mark on 32-bit gaming such as *World Series Baseball* and *Sega Rally Championship*, Sega Sports is likely to deliver on their promise of highly realistic sports games for even the most die-hard sports fan. Now that you've seen the great *WSB* and *SRC*, you'll surely be interested in keeping up to date with what's coming next and other than the pages of ***GAME PLAYERS*** magazine (where you get professional and unbiased commentary) the best place to do that is on Sega Sports Web site. Featuring all the expected stuff like release dates, game screens and new title announcements, the Sega Sports site also features some unique bonus information. For example, where else are you going to get the Sega Sports predictions on real sports games picked from the results of Sega video games (Hard to take seriously? Well, they're right a lot more than you might think!)



Sega takes their sports seriously and they handle their web site the same way. You'll find the Sega Sports site at http://www.segaoa.com.

Konami Sports

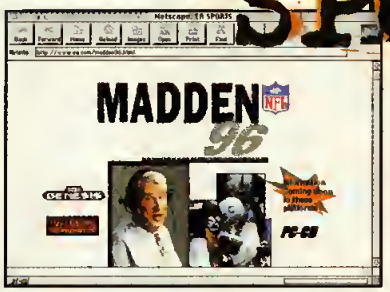
Before the arrival of the 32-bit systems, it's doubtful anyone would have mentioned Konami as a sports powerhouse. This is a new age, however, and there are bound to be new players like Konami. With great PlayStation titles like *NBA in the Zone* and *Goal Storm*, Konami is beginning to establish itself as a leader in the 32-bit sports market.



Check out all their great sports games including information on upcoming Saturn titles and *NFL Full-Contact* for both systems!

Check out the latest progress on all of Konami's hot new 32-bit sports games. You'll find Konami Sports at http://www.konomi.com.

EA Sports



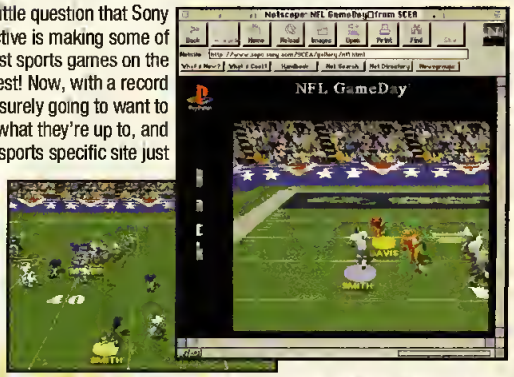
With all this great sports information you may find yourself watching less ESPN and spending more time on The Web! You'll find EA Sports at http://www.ea.com.

Considered the leader in sports video games, EA Sports is responsible for some of the best 16-bit games ever (sports or otherwise). Now with all the major developers turning their attention to the 32-bit power of the PlayStation and Saturn, EA Sports is right there with their own contributions. Now, since most of these games aren't quite out just yet, you may be asking yourself how your going to get a good look at *Madden* for PlayStation or *NHL* on Saturn. Of course you can always look to ***GAME PLAYERS*** for all the highlights, but when it come to that up to the second information that can only be supplied by digital means you're going have to know what's out there.

EA Sports is represented very well on The Web with screen shots of their upcoming titles, release schedules, contests and general sports information! This is definitely a mandatory stop for all sports fans!

Sony PlayStation Sports Games

There is little question that Sony Interactive is making some of the best sports games on the market - if not the best! Now, with a record like that, you're surely going to want to keep close tabs on what they're up to, and though there's no sports specific site just yet you can find information on all their great games like *NHL Face-Off* and the incomparable *NFL Game Day* on the Sony Play-Station Home Page.



If Sony's sports games continue to maintain the same level of quality they've already shown, then a sports specific site can't be that far off, but in the mean time you can pretty-much find what you need here. The Sony Playstation site is found at http://www.sepc.sony.com.

Other Sites

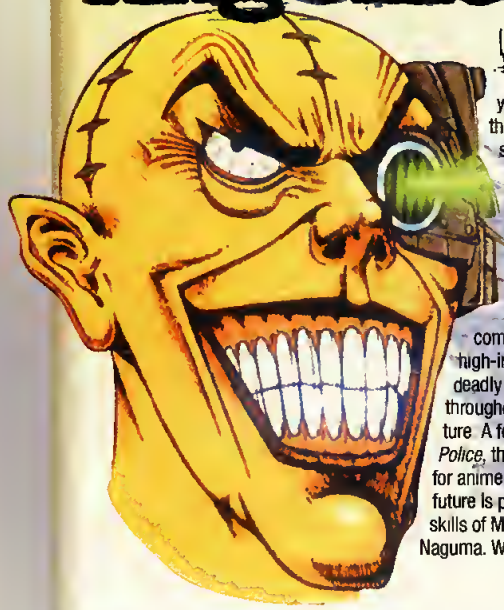
While the aforementioned are probably the biggest sports sites on The Web, you might also want to check out Interplay's page at **http://www.interplay.com** and Crystal Dynamic's sports line at **http://www.crystald.com**



In Related News...

Once again we've managed to bring together a little bit of what's going on in the world beyond videogames. From anime to new music, *GAME PLAYERS* is devoted to giving our readers a second reason to live, should videogames ever disappear from the face of the earth (not that we've heard any funny rumors or anything). Well, here's hoping we can supply the inspiration for at least a few minutes of fun!

Angelic Heat



From industry giants, Manga Video, comes two new anime videos that are sure to get your blood pumping. *Angel Cop 5* is the fifth installment of a six-part series, in which the Army is closing in on Angel and the last remaining members of the SSF. Set against the backdrop of a futuristic research center, this explosive episode of Angel Cop is one of the most intense to date.

Also from Manga Video comes *PatLabor 2: Mobile Police*, a high-intensity police drama wherein a deadly terrorist plot sends shockwaves throughout the Japanese power structure. A follow-up to the original *Mobile Police*, this 120-minute movie has it all for anime fans. Set in the year 2002, the future is precanously balanced on the skills of Mobile Police captains Goto and Naguma. Will Tokyo be able to survive?



New to the Manga Video Library: *PatLabor 2: Mobile Police* and *Angel Cop 5!*

The Ghost In The Shell !!!!

Wow! In what is absolutely the biggest theatrical release of a Japanese animated movie yet, *The Ghost In The Shell (TGITS)* picks up where Akira left off. With new standards set in high-tech animation, *TGITS* is being hailed as the first World-Class animated movie. Costing in excess of 40 million dollars to create, *TGITS* is the biggest Japanese animation project to date. Set in the year 2029 against a background of skyscrapers and high-tech gadgetry, the world is a new and dangerous place. With a movie as ripe as *The Ghost In The Shell* being treated on such a grand scale is it possible that a video game will follow soon thereafter. Our sources say 'Yes' and you can count on it being at least at the 32-bit level.



***The Ghost In The Shell* will be without rival in its treatment as a major animated matian picture and it should make a great game as well.**

Battle Cards

Obviously, the biggest news in comics today is the battle between DC and Marvel Superheros. Now, we know that you've seen the comics, but have you seen the trading cards? From



In the universe known as Amalgam, anything can happen even a cross between Spider-Man and SuperBoy. Go figure.

Fleer/Skybox comes a brand new set of trading cards representing the most controversial and exciting news to hit the world of comics in years. When the new universe of Amalgam comes to life, it will be depicted in 90 trading cards of characters like Dark Claw and Spider-Boy. Welcome to a brand new world!

Beautiful Songs

At this point you're likely to have seen the movie already, but with bands like Afghan Whigs, Chris Isaak and Ween all doing original music on the soundtrack, seeing the movie just isn't enough. Ted Demme's (director of *Judgment Night*) latest installment on the Hollywood scene is a movie called *Beautiful Girls* featuring Uma Thurman, Matt Dillon and Martha Plimpton. The movie is about two friends brought together after many years and the complications that arise when a beautiful woman is thrown into the mix. Featuring both new and old songs from a wide variety of performers, the soundtrack is an eclectic mix of songs with a slant towards the alternative.

The Crow Comes Back

After the tragedy of Brandon Lee on the set of The Crow, many wondered if there would ever be sequel to the surprise movie hit based on the comic series by J. D'Barr. This year, however, will not only play host to the movie sequel, *The Crow 2: City of Angels*, but will also see a variety of supporting merchandise. Lost in the midst of the T-shirts, posters and beauty aids comes a new comic from John Wagner and Alex Maleev. 'The Crow: Dead Time' is an action-packed conclusion to a three- part series based on J. O'Barr's powerful, dark character.





Dead Time represents number three in a three-part series based on the character created by J. O'Barr.

Super Bomber Rocking



From Menaging Editor Extraordinaire Bill Donohue's band F.A.T., comes a brand new demo tape, called *Watta Demo*, with a very special song. '(He Ain't Got) No Boot' pays homage to what many believe to be the greatest videogame of all time. That's right, *Super Bomberman 2* for the Super Nintendo has more than once paralyzed the ***GAME PLAYERS*** office, transforming once-productive editors into screaming wild-men with nothing but bombing on their mind. Now, when that multi-tap comes out at the end of the day, so does the tape. In fact, I think I hear it now — 'He Ain't Gaaaat No Boot!' Look for it, before it finds you. Says Bill, 'My band can kick ass on any other game magazine's band! Any takers out there?'



The latest release from Bill Donohue's F.A.T. features the hot new single '(He Ain't Got) No Boot'.

PREVIEWS

The follow-up to the original next-generation shooter, Panzer Dragoon II Zwei takes us on another trip through a lavish world of dragons and mythical danger.

Panzer Dragoon II Zwei





If the grophics of the first gome gove you o reoson to believe in 32-bit, then the sequel is likely to just ploin blow you owoy!

With the release of the Sega Saturn in May of 1995 came an awe-some-looking shooter called *Panzer Dragoon*. Now, close to a year later, Saturn owners are about to be treated to an even more impressive sequel. What is most exciting about *Panzer Dragoon II Zwei (PDIIZ)* is that the designers decided to build on the strengths of the first game with several new ideas designed to take the sequel to a new level.

Graceful Warrior



It's difficult to convey in static pictures, but the action in *PDIIZ* is as smooth as we've ever seen.

The most important enhancement in *PDIIZ* is the addition of alterable paths. While the game still works with a forward-scrolling engine in a 3D environment made totally of poly-gon structures, you will now be given the opportunity to choose from several dif-ferent paths within the game. Choosing different paths will not only change the immediate quality of your adventure, but will also influence the growth of your dragon. This time around you're not just granted a full-grown dragon at the very beginning of the game. Instead, you begin with a baby dragon. The young dragon can-not yet fly and thus the early stages are actually played on the ground.









The monumental feel of the structures is greatly enhanced by the increased field of view which now includes quite a bit more vertical freedom.

Another exciting new fea-ture is the evolving dragon which customizes your dragon to your specific style of play. For example, if your tendency is to dodge enemy fire then your dragon will develop enhanced dexterity, or if your style of play is more aggressive, then you will develop increased fire-power throughout the game. There are also many features that carried over from the original like the 360 degree view options and locking missiles making it likely that this version will be everything the original was and much, much more.

On-Foot





The Story

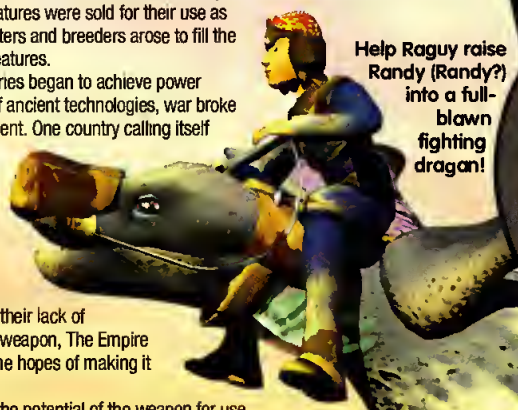
A century after The Age of Super Technology, the ruins of the past culture were strewn about the landscape. Unfortunately, the knowledge as to how to handle the technology had long been forgotten. Further danger lay in the fact that the ruins were protected by vicious creatures. These dangerous but valuable creatures were sold for their use as weapons and thus hunters and breeders arose to fill the demand for these creatures.



As certain countries began to achieve power through the revival of ancient technologies, war broke out across the continent. One country calling itself 'The Empire' researched the ancient technology in great detail and began to use what they found for militaristic purposes. From this research came flying battleships and other weapons meant to aid the expansion of The Empire's territory. In neighboring Mechania, however, a very powerful weapon was found but they were not able to exploit its power due to their lack of technological expertise. Because of the potential of this weapon, The Empire became interested in researching the technology with the hopes of making it their own.

The residents of Mechania, too, were interested in the potential of the weapon for use against the ever-approaching Empire and were doing everything they could to understand its power. In the meantime, a breeder of Curia (flying creatures used for travel by the Dragoons) in Mechania named Randy Jeanjacques was breaking the rule of allowing a mutant Curia to survive and was raising the creature as his own for use in battle. The mutant Curias were seen as a bad omen and were traditionally killed at birth. This particular Curia, named Raguy, had special powers and grew much faster than most Curias. His mysterious powers were proving especially useful against The Empire as Randy took him into battle...





Help Raguy raise Randy (Randy?) into a full-blown fighting dragon!





River Run



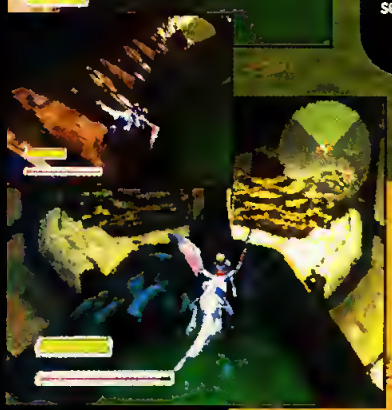


With an amazing attention to graphic detail, the lush greens of the forest level create a truly magical aura about the game. Add the first-class gameplay that *Panzer Dragoon II Zwei* has promised us and you are guaranteed an awesome game.





Racing through the river levels is a great demonstration of the game's intense graphic power. You really have to see this game at high speed to fully appreciate it!



The Forest



Kileak: The Blood 2

Reason In Madness

Sony for the PlayStation

Wowza!



Intro sequences and cut-scenes show a level of detail that is mesmerizing.



The characters look very life-like...



...from the wrinkles on the faces of old men...

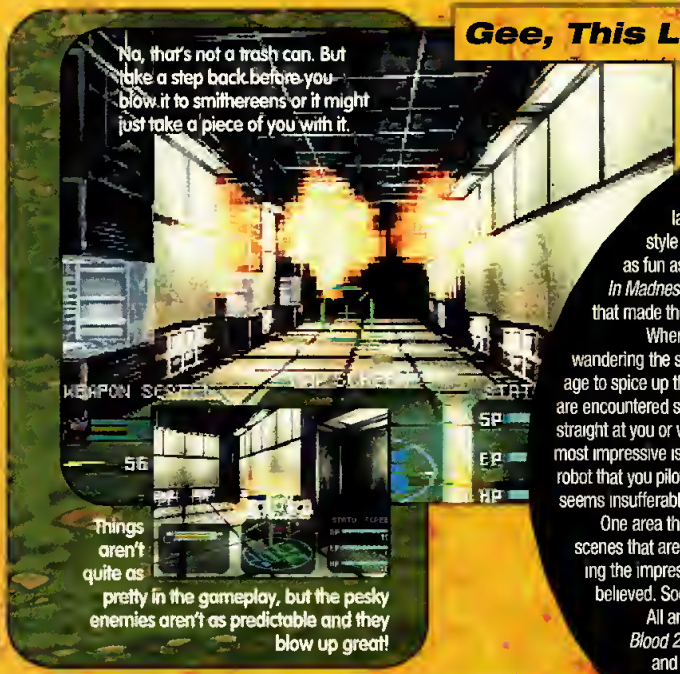


...to the hair on our hero's head...



...to the sleeping beauty you must save.

Gee, This Looks Familiar...



No, that's not a trash can. But take a step back before you blow it to smithereens or it might just take a piece of you with it.

Things aren't quite as pretty in the gameplay, but the pesky enemies aren't as predictable and they blow up great!

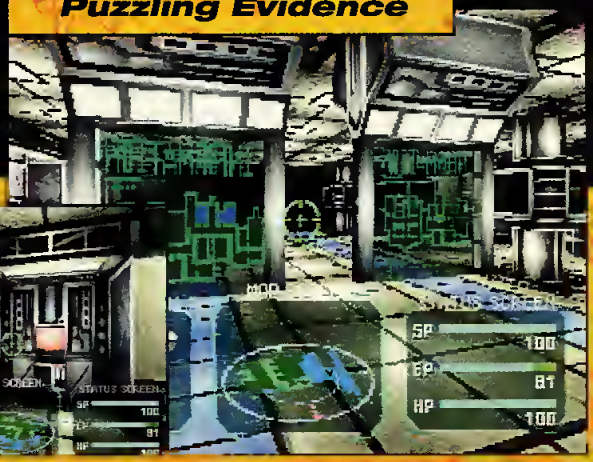
One of the first games available for the PlayStation at its launch, *Kileak: The DNA Imperative*, was a *Doom*-style first-person shooter that was, well... nowhere near as fun as *Doom*. Fortunately, *Kileak: The Blood 2, Reason In Madness* (puff!) seems to address some of the problems that made the first *Kileak* mediocre at best.

Where the first game often seemed like the player was wandering the same hallways level after level, *Kileak 2* does manage to spice up the view somewhat. In addition, the enemies that are encountered show some variety in attacks besides coming straight at you or waiting for you just behind that door. But what is most impressive is the new control interface that lets the armored robot that you pilot power up its rockets and zoom down hall ways. Even the side-to-side scrolling no longer seems insufferably slow.

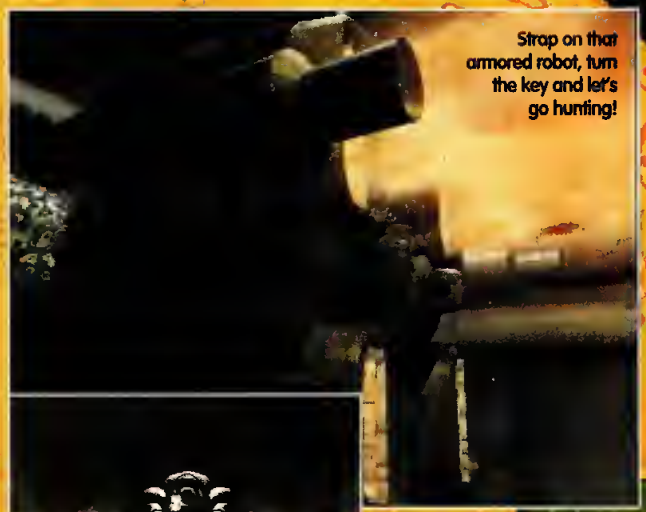
One area that neither of the games are deficient in are the gorgeous rendered intro sequences and cut scenes that are strewn throughout the game. If anything, *Kileak: The Blood 2* goes even further in expanding the impressive scope of this ever-expanding entertainment form. The level of detail must be seen to be believed. Soon we may be buying these games just for these mini- movies!

All around, *Kileak: The Blood 2* just seems tighter and better designed than the first one.

Puzzling Evidence



There are switches everywhere! Take a look around and you might find something that can help you make heads or tails of them.



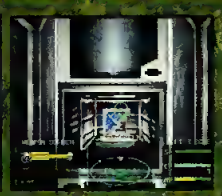
Strap on that armored robot, turn the key and let's go hunting!



Maximum Firepower

If there's tank blocking your way, you've got to figure there's something on the other side.





Hmmm, this looks interesting. Let's check it out!

Tomb Raiders

U.S. Gold for Saturn

The extreme camera angles bring the busty heroine to the screen in style, and make for some very interesting (not to mention cool) gameplay situations. This game just looks great!







Just Like Indy Jones

Hey, U.S. Gold has surprised many with its solid 32-bit games. *Shell Shock* and *Thunderstrike 2* are both good games. But the game Core Design (the premier developers for U.S. Gold) has been working hardest on is *Tomb Raider*. The style of play is just like *Resident Evil* or *Alone in The Dark* — a beautiful 3-D world is explored from a third person perspective. The drastic camera angles and mood setting music combine with the polygon characters to make an intense experience. There aren't many games we're looking more forward to around here.

Levels like Peru, Egypt, and an Island are packed with different sections. Areas like Temples, tombs, cities, and ruins promise a varied game experience. Encountering enemies like Bears, Wolves, Pumas, Pods, and Atlantean Warriors sounds scary enough to me. The impressive thing about the enemies is how well done they are. The bear, for example, looks like a ferocious bear. The game also features puzzle elements, interaction with other characters, and picking up items. There are also extensive FMV intros that tell the story of the Tomb Raider, and hopefully none of that will get in the way. There doesn't seem to be anything missing from *Tomb Raider*, except for a finished game.

All we've seen are some early screens and a gameplay tape. However, everything here points to *Tomb Raider* being one of the most promising titles of the year. Keep your eyes right here for more information.



Finally, a videogame character with two guns for real 'John Woo'-style action! And... is that a BEAR?! Man, this game's got it all!



Y'know, there's a lot of things that we *could* say about what the girl in this picture is doing, but hey — this is just too classy a magazine.

She's packing some serious heat. With twa guns at the ready, it's hard to imagine much that could harm her.



Our heroine looks like she knows what to do with those twin automatics! Pity the monster that gets in her way!



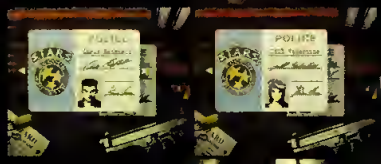




Resident Evil

Capcom for PlayStation

The gang here at ***GAME PLAYERS*** has eagerly been awaiting this one for several months now and the latest version we've seen seems to indicate that Capcom is not about to disappoint. *Resident Evil* takes all the creepy fun of an action/graphic adventure, like *7th Guest*, and transfers the gameplay into a true 3D environment. The use of multiple camera angles, mood-setting music and sound effects truly immerses the player into what seems to be a controllable motion picture. Of course, the player must still follow a predetermined storyline, but the departure from a track-based format allows *Resident Evil* to offer more freedom in advancing that story than any game previously attempted.



What may be one of the best-looking games ever also offers what may be the best control for a game of this genre ever. Confrontations with zombies, rabid dogs, swarming ravens and other assorted evils require quick reflexes and even quicker thinking. And when you're not being attacked by the hounds of hell, there are plenty of clever puzzles that (uncharacteristically for this genre) challenge more often than frustrate. Hopefully, as development continues, *Resident Evil* is provided with the depth that lives up to the promise of its graphics, sound and gameplay. A game this scary needs to be played for a long time!

You can play as either of two characters — Chris or Jill. Who you pick determines the storyline that you follow.

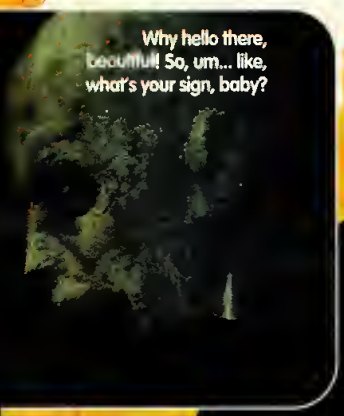
Zombie Guts



Now who went and made this mess? Zombies can be so insensitive at times...



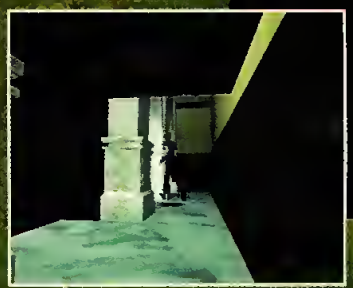
Excuse me, but I think I hear my mommy calling me! Bad Zombie, Bad! Go 'way!



Why hello there, beautiful! So, um... like, what's your sign, baby?

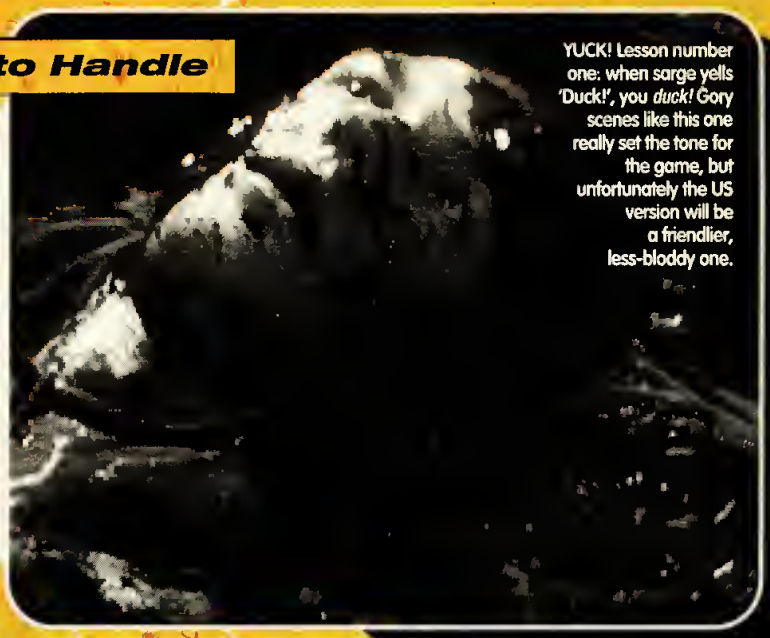
Doh! Out of ammo! I'm lunch! Of all the ways to go I gotta tell ya, this is the worst.

Say good-bye to your friends! Don't worry, you'll see them again. But as in any good horror flick, what condition you find them in is another question.



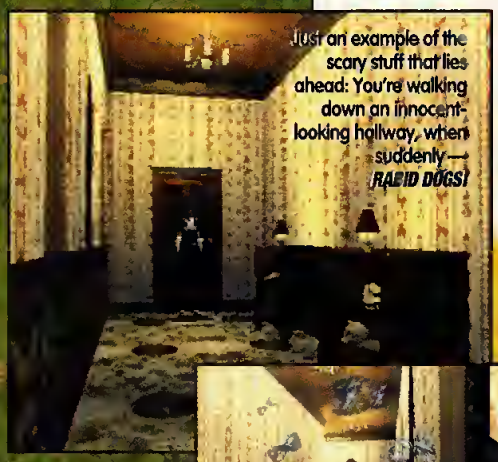
Multiple camera angles make it seem like you're playing a movie...

Too Hot to Handle



YUCK! Lesson number one: when sarge yells 'Duck!', you *duck!* Gory scenes like this one really set the tone for the game, but unfortunately the US version will be a friendlier, less-bloody one.

Nice Doggy!



Just an example of the scary stuff that lies ahead: You're walking down an innocent-looking hallway, when suddenly — ***RABID DOGS!***

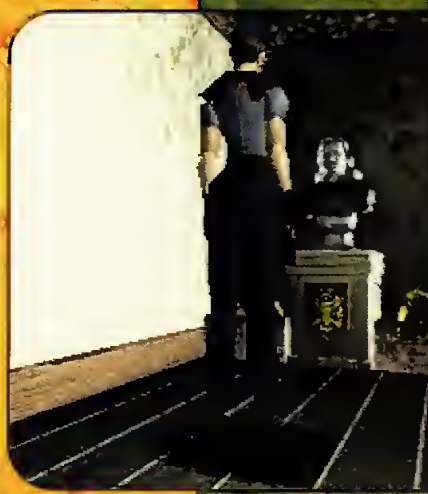


Pretty cool, huh? You've really got to see these hell-dogs in motion to appreciate just how scary polygon critters can be. Just wait until you see the *spider...*

Not Just for Decoration

Take a look all around because not everything is part of the scenery.



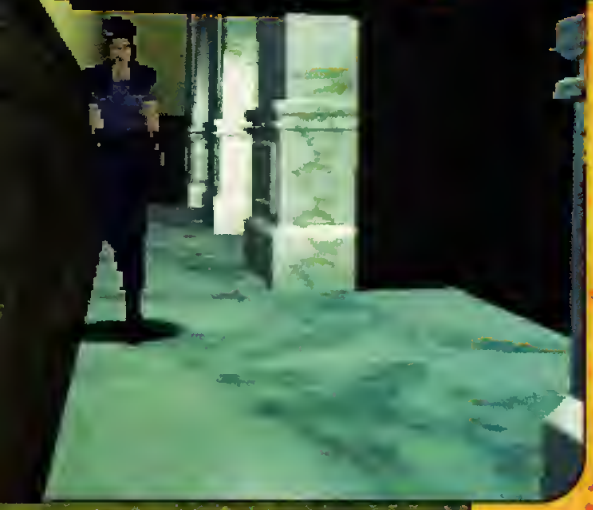


You'll soon realize that using your head will open new frontiers.



But don't be too proud, there's always another puzzle around the next corner.

Coming Soon to a Theater Near You!



...or at least one of those rendered cut-scenes we're always raving about. The backgrounds may not be 'true' 3D polygons, but you'd never know to look at them.

X-perts

Sega For Genesis

Pull Out That Genesis!

Just when it seems nobody is making any Genesis games, Sega unleashes *X-Perts*. The smooth graphics far surpass earlier Genesis games and prove what a great machine the Genesis was and still can be.

The plot is pretty basic: Terrorists have taken control of a top-secret undersea weapons facility and they're gonna blow it up. You're a three person counter-terrorist team, the X-Perts, and if you fail, the world is doomed. The rendered characters look amazing and the backgrounds aren't bad. The star of *X-perts* is Shadow from *Eternal Champions* and the game plays much like a combination of *Streets of Rage* and *Mortal Kombat*. You run from right to left or left to right and engage enemies. There is the 2 1/2 D element of roving up and down on the screen like a *Final Fight*-type game. Once you engage an enemy, it turns into a fighting game with special moves and some brutal torture moves (finishing moves). The cart has 32-megs and features an auto-save feature that constantly saves your game. There are many instances where you have to choose between primary and secondary missions, so the course of the game always changes.

We haven't had a chance to play this game yet, but the blood, rendered characters, and fluid animation lead us to believe this is going to be a great title.



Sexy Shadow from *Eternal Champions* stars as the deadly X-pert. It's unbelievable how good the characters look on a Genesis. It's too bad that this is the only real 16-bit title we can expect from Sega this year.



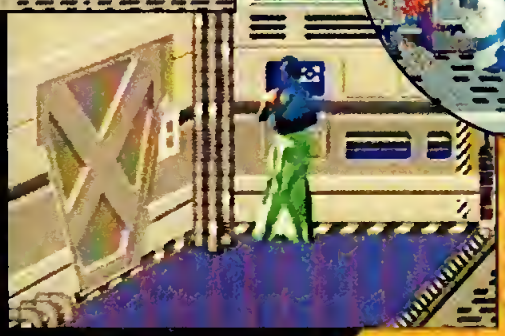


The second member of the team is the bulky male, who's not as sexy, but looks crisp.

Another woman joins the team wearing a skirt, exactly what everyone should wear into battle.







Accessing doors and exploring is another big part of *X-perts*, but who are we kidding? All you really want to do is make the blood flow!



And much like *Mortal Kombat*, the Torture Moves let the blood flow.

DIE HARD Trilogy

Fox Interactive for PlayStation and Saturn

Based on the *Die Hard* movie trilogy, *Die Hard Trilogy* — the videogame, puts you in the driver seat, literally. With three, very separate games (one driving, one 1st-person shooting, and one 3rd-person action game), this game is set to make fans of several genres very happy. From what we've seen so far, this may be one of first examples of a multi-genre game that actually manages succeed on every level. With a definite slant towards 3D gaming, this is also a true next-generation game. For those concerned with the reputation of movie-licensed games in the past, rest assured this one is definitely going to be a cut above. Whether it will turn out to be a *great* game is still yet to be seen, but so far, so good. Look for this one on PlayStation and Saturn in May. Go John McClean — *Terrorism be damned!*

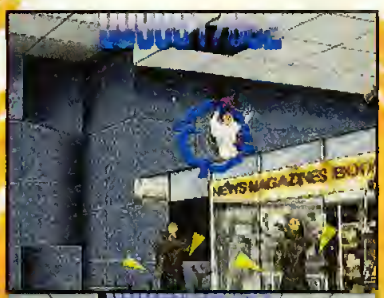




Exploring the Nakatomi Building should keep you busy for quite a while.



Between the hand grenades and the automatic weapons, the body count really grows quickly in *Die Hard Trilogy*!



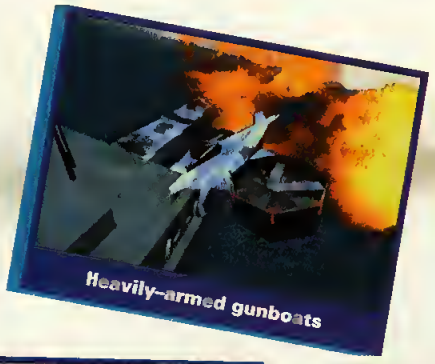


The first-person shooting stages look suspiciously like *Virtua Cop*, but it still looks great.



Man, it's great to be back on the big, bad, mean streets of the CityThe driving stages take you right into the streets of New York. Fortunately, you won't need to pay those big-city insurance prices.

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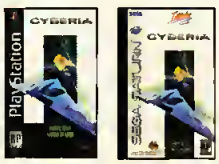
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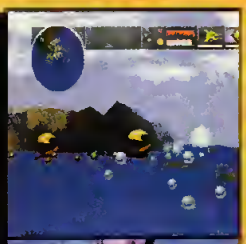
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MAGIC CARPET

Electronic Arts for PlayStation & Saturn

Fly The Unfriendly Skies

From BullFrog comes *Magic Carpet*, a game many consider to be one of the most awesome PC titles to date. The idea is simple — you're on a magic carpet flying freely above fantastic landscapes while shooting down all sorts of mythical creatures. The best part of this game is definitely the awesome flight engine, which should translate especially well to the PlayStation and Saturn. With the standard slowly shifting to totally 3D games, it's nice to see one as good as *Magic Carpet* coming to help the cause. This is going to be one of the more exciting PC conversions to expect in the near future. Expect this one in late fall or early winter.









One look at these awesome graphics and it's no secret why the PC version did so well.



If you don't already fear giant bees and other similar creatures, you certainly will after this game.



It's impossible to convey the fluid motion of the game in still shots, but if it's done right, we should have something as smooth as *Panzer Dragoon* with 360-degree free flight!

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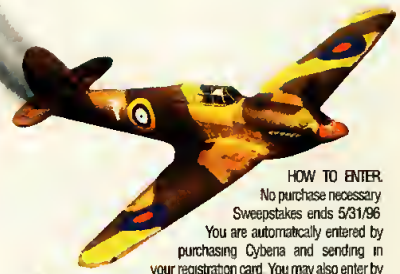
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Japanese PREVIEWS

King's Field III

From Software for PlayStation

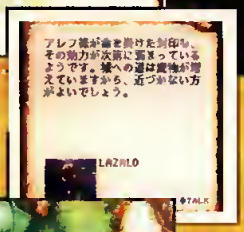
Just as *King's Field* (*King's Field 2* in Japan) is being released, the hard-working developers at From Software already have *King's Field III* nearly done. That makes three *King's Field* games for the PlayStation in less than two years. That has to break some kind of record.

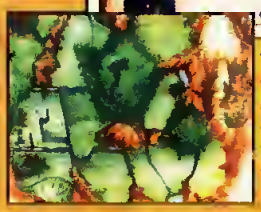
After seeing how far *King's Field II* (*King's Field* in the states) came along from *King's Field I*, it should be interesting to see if III can keep up that pace. If it can, then *King's Field III* should be an awesome game. The graphics look on par with *II*, but the world appears to be even bigger. Count on ASCIIware picking up this title and bringing it over to the states in the fall as *King's Field II*.

The full 3D worlds of *King's Field II* are back and looking just as impressive.





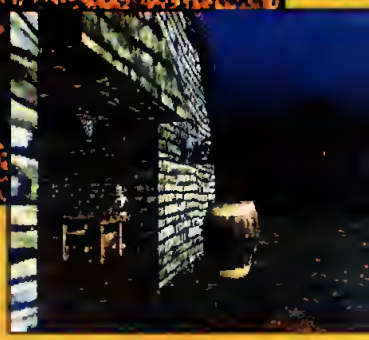




The biggest addition to *III* is a bigger world and the ability to travel from city to city via a big map screen. A more in-depth interaction with characters would be nice.



There are some new characters to battle and converse with, but they still don't have any eyes!



Many familiar items and a couple of new ones should add even more to the RPG elements of the game.



Yes, there is yet another mech-combat game coming from Japan. *Pandora Project* features several different types of robots in different 3D environments like a city. No word on whether this one is going to make it over here, but if it's a decent game, someone is bound to pick it up.



The wide selection of mechs could be the main difference between *Pandora Project* and the host of other mech-combat games.

Fighting Illusion

Xing for PlayStaion

One type of fighting game that has never been done (with the exception of the Turbo GrafX) is kick boxing. Not anymore! Xing is making *Fighting Illusion* for the PlayStation and it's going to be a polygon-based, kick-boxing game. The sport definitely lends itself to a good videogame. The question is, can Xing make it a smooth fighter with some depth or is it just going to be another fighting game?

Maybe THQ will bring it over, since Xing and THQ seem to have some kind of deal going. We're looking forward to it.



The characters are definitely 3D and don't look too bad up close.



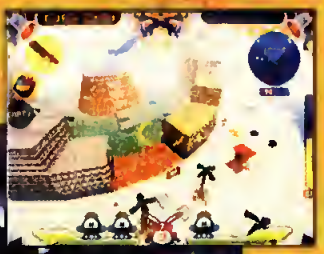
The guys look real rough, but hopefully the characters can be cleaned up before this one is finished.

Jumping Flash 2

Sony CE for PlayStation

When the PlayStation first arrived, this odd little game, featuring a robotic bunny, came across our desks. We scoffed, we mocked, but then we played one of the most original and playable games of the year. *Jumping Flash!* may look funny and seem childish, but after playing for just a few minutes, it grabs you by the ears and makes you hop like a bunny. Now *Jumping Flash! 2* is in the works in Japan. All we've seen are these three screens, but you can definitely expect this title to come to the states.

Hopefully, *Jumping Flash! 2* can solve one of the original's few problems — making the game longer. If they can do that and add even more to the original gameplay, then *Jumping Flash! 2* will again quietly be one of the best PlayStation games.



Looks a lot like the first one, but with greater detail.



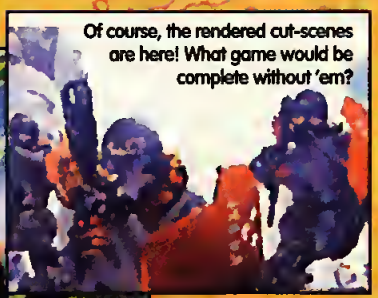
Apparently, some cut scenes have been added to tell more of a story.



And of course, the bunny can take to the air. How else is he going to 'all jet pod get'? (That's how they say it in the game.)

Project

System for PlayStation



Of course, the rendered cut-scenes are here! What game would be complete without 'em?



Moving through the city, searching for clues and whatnot. Don't really know what the skull is all about, but it looks cool. Hey, write your local game publisher and see if you can get 'em to bring this over, OK?



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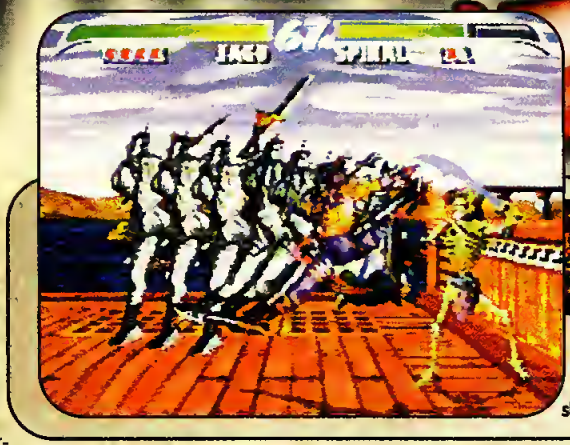
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NEXT GENERATION

Killer Instinct 2

Special Feature





If you've played the original *Killer Instinct*, then you know how the sequel works. If not, just looking at these pictures should give you the idea.

Hey, if you've been to an arcade lately, you've probably noticed an important new addition to the usual line-up. *Killer Instinct 2* is the follow-up to the enormously successful *Killer Instinct* arcade game. If what we've seen so far is any indication of the enhancements made since the original, this one is likely to do just as well, if not better. From the very beginning you'll notice the obvious addition of the three new characters, two of which are female. Tusk, the only new male character, is a barbarian who carries a sword. Maya is one of the two new female characters and can best be described as a jungle fighter. The final new character is Kim Wu. Equipped with Nunchucks and a vast knowledge of martial arts, she is sure to be a favorite. You can also depend on most of your old favorites from the original being back and ready for battle, so all you Glacius and Fulgore fans can rest easy. The other characters that have returned are TJ Combo, Spinal, Sabrewolf, B. Orchid and Jago.

What makes this version different are the details of the game. The designers have added interactive backgrounds, such as B. Orchid's, wherein you can affect the exploding of barrels in the background. All the characters and backgrounds are still SGI-rendered by RARE and, of course, there's still an awesome combo system in place (in fact, the game now boasts more than a million combo opportunities), but each of these

NEW CHARACTERS

All three of the new characters have been carefully designed and are ready for action as are many of the original characters from *KI*.





OOO, FOXY LADY

There's a good reason two out of the three new characters are scantily-clad females — adolescent boys have the most quarters. The girl-girl catfights are also a crowd-pleaser, filling the screen with more flesh per-pixel than a weekend's-worth of ***Baywatch***.







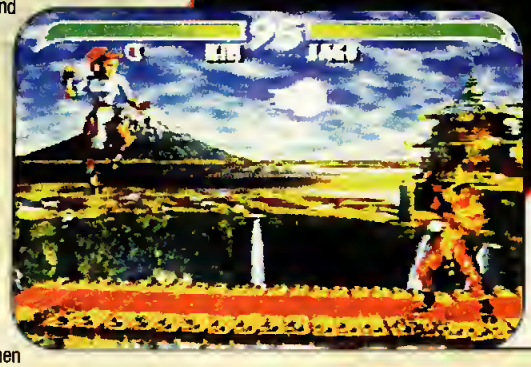
'Your peanut-butter's in my choco-late!' 'Your chocolate's in *my* peanut-butter!' Oh well... let's show cleavage!'

The differences in *KI2* are often times subtle, but the gameplay does reveal a little bit extra attention to detail.

NEW BACKGROUNDS

While the backgrounds in the first ***Killer Instinct*** provide some breath-taking views, they didn't really affect gameplay ***KI2*** hopes to change all that with 'interactive' backgrounds. Sounds interesting...

features have been tweaked just enough to make this one feel like a new game. A totally new addition to this game are the throw moves. This should aid against players who like to duck and block for a long time. You'll also find a new Super Meter and dashing moves. In all, this is a definite sequel and it shares quite a bit with the original, but if you liked (loved?) the original, then you're likely to find just enough here to make the difference. If anything, there are tons of new combos to devise and execute.





If you're a loyal fan of the original, you'll notice that the background graphics in *KI2* are a little brighter and more involved. We expect there to be some secret backgrounds as well.

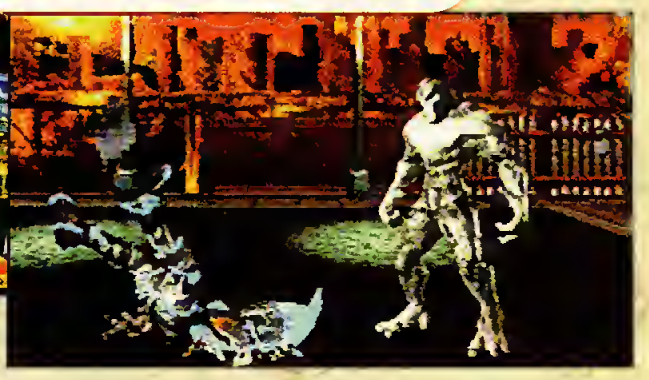
Perhaps the most exciting thing about *KI2* is the fact that the release of the Ultra 64 promises us an awesome version of this hot arcade title. It's possible that Nintendo will be releasing a special version of *KI* before getting around to *KI2*, but you can be sure it's coming.

LOVE THOSE GRAPHICS

While ***KI2*** still isn't 'true' 3D, the sheer level of beautiful detail in the rendered graphics are a sight to behold. The brighter colors really add a lot, too.







The rendered character look that you grew to love in the original is back in full force.

Special Feature

TOSHIND

When the PlayStation launched in Japan a full year ago, *Toshinden* turned the gaming world on its ear with one of the most technologically impressive games we've ever seen. No one could believe that a game for the home could look and play that good. It also brought a third dimension to fighting games that had never been done, not even in the arcades.

HOW DOES THE SEQUEL TO THE FRST 'REAL' 3D FIGHTER STACK UP!

However, since then, games like *VF2* have come along with even more impressive graphics and better play mechanics. Therefore, the real challenge for *Toshinden 2* is to tweak the gameplay so that it can compete with the likes of *VF2*. The complaints about *Toshinden* were as follows: it's not fast enough, you can't attack the enemies on the ground, not enough moves, the panning camera made it tough to block, and the 'cheapness' of desperation moves. *Toshinden 2* has made an effort to correct many of these mistakes. The game is definitely faster, although the animation isn't as smooth as the original. You now have several ways to attack enemies on the ground and each character has at least two or three extra moves, plus the new overdrive moves. Unfortunately, the camera still makes deciding which way to block tough, and added to the desperation moves are the overdrive moves. Even though not all the complaints have been answered yet, there is no doubt that *Toshinden 2* is going to be one of the biggest titles of the year.

The version of *Toshinden 2* that we are looking at is the finished Japanese version, and it won't come to the states until May. Sony published the first *Toshinden*, but Playmates is going to bring over *Toshinden 2* (see news story for full details). In talking with Playmates, we discovered that they are planning on making some changes in the game and even possibly adding new characters. So keep in mind that the version of *Toshinden 2* that eventually makes it's way to the states could have slight changes that could effect the overall experience.

'...the real challenge for Toshinden 2 is to tweak the gameplay so that it can compete with the likes of VF2.'



NEW

Whenever there's a fighting game sequel, the characters change. In *Toshinden 2*, all of the original return, plus they've added two new characters, changed Gaia and made him selectable for a total of 11 characters. There are also selectable hidden characters that we'll get to in the hidden characters section.



NEW FEATURES

It's not just a rehash of the original. *Toshinden 2* actually adds several new features that weren't present in the original. The overdrive meter allows each character some extra special moves, which more than resemble meters in games like *X-Men* and *Street Fighter Alpha*. Add to that new charge moves, new rolling moves, and attacking characters on the ground and you have a different new game.



The overdrive meter in the bottom corner builds throughout the fight.



Once it's all built up, you can pull off super moves like this.



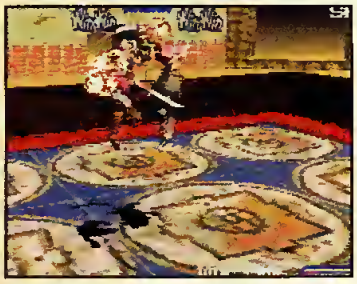


No more waiting for your fallen foe to rise to his feet. Either kick him when he's down or go for the aerial attack.

EN2



The first boss you fight is Uranus, an amazing angel character. Once you've beaten her, you get to use some of her amazing moves.



Sho is the same character as the first game, although he now has some cool overdrive moves like this.

CHARACTERS



Tracy is the most formidible new character (at least, at first). Her flash kick and cattle prods are bound to make her a favorite.



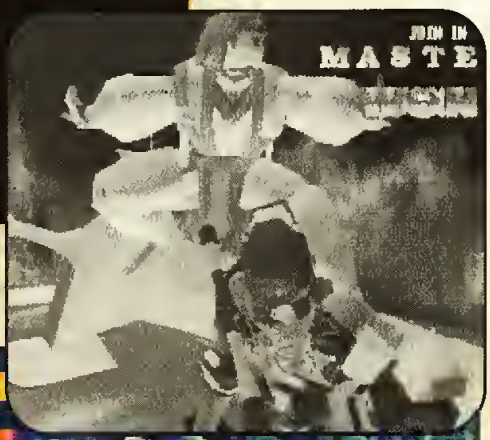
Chaos is the new 'crazy' character. Whether he's crawling around like a crab or doing his silly tount, he is weird, but very effective.



Gaia has gotten out of his crab suit, but he still has the vicious fireball and big sword.

HIDDEN CHARACTERS

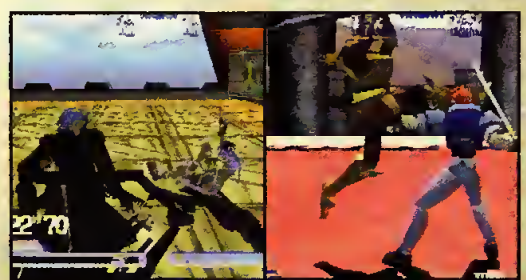
In the first *Toshinden*, Gaia and Sho were hidden and playable. In *Toshinden 2*, Sho is still hidden, but so is Uranus, Master, and Vermillion — who is one kick-ass dude! Fans of Hong Kong ganster movies will really dig his 'two-gun' style. Uranus is cool, too, but Master could have used more work.



Master is the second boss you face. Her special moves are extremely useful and just as unbelievable.



Vermillion is the coolest hidden character. With his long trench coat, shotgun, and pistol, he turns any fight into a projectile battle.



You can now control which way you roll, whether it's forward or backwards.

When running forward, you can pull off different charging attacks by pressing a button.

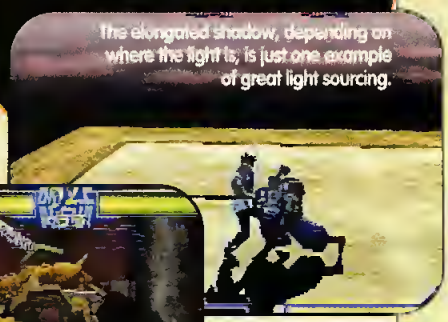


NEW BACKGROUNDS

Every single stage is new and most of them feature moving backgrounds, like waves in the background of Gaia's stage, cars in the back of Kayin's stage, and the most amazing curtain-raising in Duke's stage. Overall, the backgrounds are even better than the first *Toshinden*, although they don't look as crisp.

LIGHT SOURCING

The technological thing that *Toshinden 2* does better than any other game is light sourcing. It doesn't look like polygon characters pasted on a background, instead it looks like the characters and the background are one.



The elongated shadow, depending on where the light is, is just one example of great light sourcing.



When you start fighting in Duke's background it is dark, as are the characters.



When the curtain rises, the light shines through on the characters — it's truly amazing.

HOW DOES IT COMPARE?

There's not much doubt around here that *Toshinden 2* is an improvement over the first. The question is how does it stack up against the current fighting game champion, *VF2*?. When the Saturn and PlayStation first released it, it was *Toshinden*'s graphical superiority over *VF* that led many people to believe the PlayStation was THE system. But now that *VF2* has far surpassed *Toshinden*, can *Toshinden 2* answer back?

There's no doubt that *Toshinden 2* and *VF2* both have their place. Comparing them head-to-head is like comparing apples to oranges. *VF2* is deep, realistic, and smooth, while *Toshinden 2* is flashy, full of super special moves, and a fine game as well. One thing is for sure, we are really looking forward to getting in the american version of this great title.





Toshinden's flashy light-sourced graphics are mighty impressive, but the characters in *VF2* are more solid and the animation is much smoother.



THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



PlayStation

NTSC U/C

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MATURE M AGES 17+

IS THE 32-BIT REVOLUTION FOR REAL?

Special Feature

THE NEXT GENERATION IN VIDEOGAMING PROMISED US GREAT THINGS, BUT HAS IT REALLY DELIVERED?

A DISAPPOINTING START

The movement started quietly and expensively with the development of a 32-bit system called the 3DO from a brand-new company by the same name. At just about the same time we were given the Atari Jaguar, a machine which offered little beyond the power of the 16-bit machines, but at very least showed us where a next generation gaming system might lead. Then Sega gave us another disappointing offering with the 32X and made it seem like the next generation of video gaming wasn't going to be much of a thrill.

The 3DO was brought to the market in a state of uncertainty, before terms like 'Multimedia' and 'Interactive Entertainment' had become warning signs for savvy gamers, but it did make us all reconsider what video games could be with enough horsepower. It was exciting to see titles with graphics like *Crash and Burn* or games that could display Full-Motion Video like *Twisted*, but the $700 price tag saved these advanced features for the fringe element of gamers at best. The Jaguar however, a machine that bills itself as a 64-bit experience, became known as a baby-step beyond 16-bit. There was little doubt that the new console could provide better graphics and sound than most anything else on the market, but there still wasn't much for the system that gamers hadn't seen before. And the selection of games... ugh. Still, the most disappointing of the new consoles had to be 32X. Outside of the affordable price tag, it offered precious-little that couldn't have been done on a Super Nintendo or even a Genesis. Though there are a few notable exceptions (most often on the 3DO), it's safe to say that the first round of next generation systems was a considerable let-down. But just when gamers were ready to give up on 'next-generation gaing', along came the big guns...

THE REAL GAMES BEGIN

Sega's plans for its next 32-bit machine, dubbed Saturn, were already nearing the final stages when they released the 32X. With its CD format, multiple RISC processors, true-color palette and 3D capabilities, people in the industry were finally getting excited about what was to come, and in May of 1995, Sega released the Saturn three months ahead of schedule. The next major investor in the 32-bit generation of videogame hardware was Sony. The PlayStation represented Sony's first effort at developing and manufacturing videogame hardware, and it took off like a runaway train. Behind top launch titles like *Battle Arena Toshinden* and *MK 3*, the remaining games had enough flash value to get the attention of gamers who had long since given up on console games in lieu of the quickly-advancing PC market. The only thing that seemed to be missing from the equation was a contribution from industry giant Nintendo, who shocked many with its announcement to skip 32-bit altogether and shoot straight to a 64-bit machine. Now, more than two years after the first 32-bit gaming console hit the market in the US, the question is: have gamers gained anything worthwhile from this jump in technology and if so, what is it?

Due to their outstanding sales, it is the second round of consoles, namely the Sega Saturn and the Sony PlayStation, that is most important to examine at this point in time. Considering the fact that each machine

PUSHING THE TECHNOLOGY

HAS THE 32-BIT TECHNOLOGY REALLY CREATED A WHOLE NEW WORLD OF GAMING? THERE ARE A FEW TITLES THAT SIMPLY LEAVE NO ROOM FOR DOUBT.



Never before has a 3D fighting game operated a level like *VF2*. Too deep to explain, *VF2* defines the next-generation gaming experience.



Battle Arena Toshinden 2 takes the concept of a 3D fighting game to a new level with true 3D freedom and dramatic lighting effects.



Jumping Flash! offers the gamer an entire 3D environment, a feat that simply could not have been done before 32-bit.

THE INDUSTRY VOICE

WHEN ASKED OF THEIR VIEWS ON THE 32-BIT REVOLUTION IN GAMING, MEMBERS OF THE INDUSTRY WERE EAGER TO VOICE THEIR OPINIONS...

A spokesperson from software giant Electronic Arts predicts: '...it doesn't appear that the 32-bit dedicated systems will reach the same penetration as the 16-bit machines. However, the aggregate of all new platform technologies will exceed the 16-bit market.'

Answering the claim that 32-bit is little more than holdover technology until 64-bit comes to the market, Chris Bull of Namco says: 'Until software developers learn how to create new and better gameplay experiences which are only available through 64-bit technology, there is no reason to believe that 32-bit is going away.'

When asked what 32-bit technology has meant to Sony, Chip Herman, Vice President of Marketing for Sony CE, replies: 'This system has allowed licensees to express their gaming creativity quickly, and they are developing outstanding product.' ***Herman also goes on to say of Sony's decision to enter the videogame market at the 32-bit level:*** 'Sony's entry into the game market was based on our belief that we can contribute something unique to the interactive software area.'

According to Salim Siwani, programmer for Krazy Ivan for the PlayStation: 'Speed is the major advantage. If you can move data around in 32 bits as opposed to 16 then you can move more data per clock cycle. It also allows arithmetic and logic functions to be carried out faster on large values.' ***When asked about the limitations of the technology, Siwani explains:*** 'The major bottleneck at the moment is polygon drawing. It is possible to transform a large number of 3D points and surfaces, but when it comes to drawing them, every machine slows down.'



had close to a six-month head-start in Japan on its American counter-part, neither of these machines could really be considered new, but in the US market both are just now starting to settle into their place in the industry. There is little question that the Sony PlayStation was the first console to really grab people's attention as a new experience in gaming, and is therefore enjoying a healthy lead over its closest competition, the Sega Saturn. However, less than a year after its disappointing launch, people are already starting to take the Saturn far more seriously than at first, mainly because of games like *Virtua Fighter 2, Virtua Cop* and *Sega Rally*. The question is, however, now that we've seen the best of the first and possibly even the second generation of titles for each system, are we really getting what was promised?





Polygon racing at it's finest, *Sega Rally Championship* is one of the best 3D racers out there, arcade or otherwise.

***Resident Evil* creates a world more realistic than ever dreamed of on 16-bit. Gone are the cartoon graphics of days gone by.**



Utilizing polygons for sports games creates a whole new sense of realism, as in Konami's *In The Zone*.

THE PROMISES

Both Saturn and PlayStation promise the gamer an immersive 3D experience, which is what most would agree is the single most important technological advance in videogames, ever. With a host of 3D games already available for each of the new systems, it seems apparent that each company is intent on delivering this promise. No one will ever question the appeal of side-scrolling games like *Mario* and *Sonic*, but the 2D-playing field has been wearing thin over the past couple of years and it's likely that the industry simply had to make the dimensional jump to survive. The question then becomes the quality of the 3D experience.

Since 3D games are built around polygons (a multiple-sided, three-dimensional shape) as opposed to the traditional flat, 2D sprites, each machine would have to be capable of processing thousands of polygons per second, and they are. Still, neither system seems to reach to the expectations of most gamers. This deficiency is most evident in the problem commonly called 'draw-in' or 'pop-up'. The easiest way to illustrate this phenomena is in a 3D racing game where the foreground is intact, but the polygonal elements down the road are 'popping' into existence in full-detail as your car approaches them. The reason this happens is because the processors simply can not process all the polygons of the track and the background without allowing it to dampen the performance of the game, namely the speed and frame rate. The only cure is to stuff lots of extra RAM memory into the system, but that costs manufacturers big bucks.

Another promise made by the 32-bit gaming machines was to bring the arcade experience home, but the first few attempts (by Sega, at least) with *Daytona USA* and even *Virtua Fighter* were pretty big disappointments. Fortunately for Saturn owners, Sega has made about-face efforts with *Virtua Fighter 2, Virtua Cop*, and *Sega Rally*. All three of these latest arcade translations are extremely close to the coin-op versions. PlayStation owners, too, have been treated to a realistic arcade experience with excellent translations of games like *Tekken, MK 3* and *Ridge Racer*. In fact, one area which is becoming more and more important in deciding between the two systems is not the quality of the arcade translations, but the arcade games themselves as we have already seen that the translations are likely to be very, very good.

A third promise, implied though it may be, is some sort of new gaming *experience* to go along with the new *technology*. While everyone expected some carry-over from the 16-bit era, it's evident so far that very little emphasis has been placed on innovation. Even though the format has changed from 2D to 3D, the rules of the traditional genres are still in place. Shooters, 2D fighting games and even side scrolling platform games are nearly as popular on the 32-bit systems as they were on16-bit. Of course, there are some exceptions such as *Jumping Flash!, Resident Evil* and *Warhawk* for the PlayStation and *Virtua Fighter 2, Wing Arms* and *Bug!* for the Saturn, but there is a definite deficit when it comes to totally new games for the 32-bit consoles. If all these systems plan to deliver are the same games we've already played only with better graphics, then there's not much to get excited about

THE THREAT OF 64-BIT

One final, serious concern for the 32-bit market is the fact that true 64-bit is hot on its trail. Before gamers will really have a chance to settle in with their new 32-bit machines, they're going to be faced with the release of Nintendo's Ultra 64 and the M2 from Matsushita. Early peeks at these machines doesn't suggest a *drastic* jump in game quality from the PlayStation or Saturn, but there are definite advances beyond the current 32-bit technology, including features such as Anti-Aliasing (a trick that eliminates the jagged edges of sprites and polygons), Z-Buffering (a technique that allows a more economical processing of 3D elements in a game) and increased horsepower.

Will the 64-bit machines make the 32-bit consoles obsolete? Of course they will, and in turn the next technological step will do the same to 64-bit. The question is how long it will take. If the process is as quick as some are predicting, then the 32-bit generation will be one of the most insignificant blips in videogame history. It's more likely, however, that the 64-bit machines are not as far beyond their 32-bit cousins as some would have us believe. Many of the 32-bit problems will be solved by 64-bit, but for the most part, 64-bit games will probably be little more than buffed-up versions of what's being done on 32-bit consoles.

In the end, it's impossible not to be excited over the newest consoles and many of the games we're seeing for them, but there still seems to be a great deal of room for improvement. Fortunately, history teaches us that games for any given system will continue to improve as developers learn to exploit the system's power, and when we're already seeing games as good as *Resident Evil* and *Virtua Fighter 2* there could be a bright future in 32-bit. **GP**

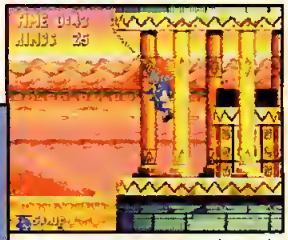
WHEN COMPARED TO GAMES FROM EARLIER SYSTEMS, IT'S DIFFICULT TO DOUBT THE LEGITIMACY OF 32-BIT

THE PROOF IS ON THE TABLE

SIDE-SCROLLING ACTION GAMES, ONCE THE PRIDE OF A SYSTEM HAVE BEEN REDUCED TO AN OLD-SCHOOL TOY TO BE PLAYED WITH ON 32-BIT.



The side-scrolling platform game has certainly come a long way from this primitive mega-hit.



Sonic the Hedgehog showed what 16-bit graphics were supposed to mean.



Bug! for the Saturn takes the side-scroller into the third dimension and sparks new life into this tired genre.

GREAT SPORTS GAMES HAVE ALWAYS BEEN A GOAL FOR ANY SYSTEM, BUT NOT UNTIL 32-BIT HAVE WE FINALLY STARTED TO SEE REALISTIC DEPICTIONS.

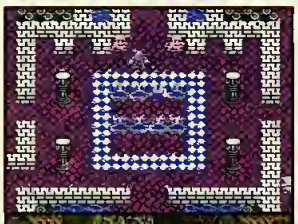


NHL Hockey for the Sega Genesis took us to a new level of realism in gameplay, but not so much in graphics.

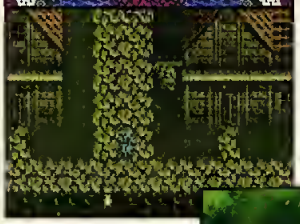


NFL Gameday takes us to a new level of realism in both gameplay *and* graphics.

AS WITH ALL THE KEY GENRES, RPGS HAVE COME A LONG WAY GRAPHICALLY, BUT THE GAMEPLAY REMAINS MUCH THE SAME.



Nintendo's early RPG *Dragon Warrior* set the standard for console role playing games, introducting players to a rich new world of gameplay.



The jump to 16-bit added little more than an improved set of graphics and a little more size to the adventure with games like *Phantasy Star*.

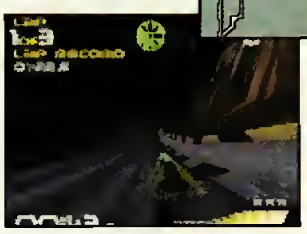


By the time we get to 32-bit RPGs like *Mystaria* for the Saturn, we can see that the games keep getting prettier, but the idea is still very much the same.

PERHAPS NO OTHER GENRE HAS EXPERIENCED MORE GROWTH OVER THE YEARS THAN RACING GAMES.



On 16-bit we were given *F-Zero*, a great-looking racing game that took advantage of the Super NES 'Mode 7' feature.



Now that we've arrived at 32-bit we have awesome-looking polygon racers like *WipEout!*



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UNBELIEVABLE!

THUMB BREAKS FOUR WORLD RECORDS



Celebration spills over into streets after Thumb topples fourth world record in two days

By COURT CRANDALL
ATARI STAFF WRITER



Thumb "I'm no hero. I'm the same extremity I was two days ago."

▶ **The living room-** At exactly 8:37 p.m. ET, the blue guy crossed the finish line nearly two minutes ahead of the red guy in Val d'Isere Skiing and Snowboarding™ to topple the fourth world record in two days. It started Friday night with a record-breaking 140 points in NBA® Jam™ Tournament Edition, followed only hours later by a new speed record in Super Burnout.™ "There is no 'I' in "HAND," Thumb said. "Every finger played a role." By 1:34 p.m. Saturday, Thumb added a 14-stadium reign in Supercross 3D.™ The rest, as they say, is history.

▶ **The deal-** Moments after the fourth record was shattered, sports attorney Bob Prichard said his client and the sports world were still far apart in terms of contract negotiations. Prichard cited the discrepancy between his client's salary and those of other much less valuable body parts like the big toe, guaranteed $5.6 million per year, and the right eyebrow, which earns a cool $6.2 million plus incentives.

▶ **The injury-** "If we were talking about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury."

▶ **The system-** After the tickertape welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.



"I'm proud to have left a thumbprint on this system," Thumb says. "I'll be ready to take on more hockey, racing, basketball and soccer games soon."

How The Records Fell

In a mere 48 hours, Thumb propels himself from body part obscurity into sports mythology.



NBA® JAM™ TOURNAMENT EDITION Thumb shoots 76% from field as fingers look on in awe. Says, "It takes big calluses to beat these guys."



SUPER BURNOUT™ Riding one of six custom bikes, Thumb sets world speed record. At 143 mph, he's the fastest digit on the planet.



VAL D'ISERE SKIING AND SNOWBOARDING™ Thumb narrowly avoids freak accident with snowmobile to break Giant Slalom record.



SUPERCROSS 3D™ Overcoming serious cramp, Thumb catches air as he sweeps all 14 supercross titles.

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Game reviewing can be very dangerous. The ground is often littered with the smoking wreckage of reviewers who had pushed the envelope just a little too far in search of the perfect review. The crashes were real cool!

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO Before punching a hole in the sky, our reviewers get all the info they need. Sometimes it saves lives, but most times, it doesn't. Oh, well...

REVIEWER You're not supposed to send a kid like this up in a crate like we got, but we do it all the time! You oughta hear 'em scream on the way down!

OPINION The rookies that survive become aces... and then they think we're supposed to believe all their idiotic opinions! Uh, right...

The Rocket Science:

Each category of our scoring boxes is given a "weight" — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics:	Weighted by a factor of two.
Music & Sound FX:	Weighted by a factor of one.
Innovation:	Weighted by a factor of one.
Gameplay:	Weighted by a factor of eight.
Replay Value:	Weighted by a factor of six.

SCORE If a reviewer prays as his craft disintegrates around him, we usually give him a high score...

100% Flawless	60-69% Good	20-29% Heinous
90-99% Ultimate	50-59% Average	10-19% Putrid
80-89% Excellent	40-49% Lacking	1-9% Shoot Me
70-79% Very Good	30-39% Crap	0% Cosmic Race



PLAYSTATION

TEEN T

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Capcom
DEVELOPER / Capcom
AVAILABLE / now
PRICE / $59.99



When he isn't running around in a purple cape, you can find *Chris Slate* pretending to be Ryu. Yeah, we thought he was older than that, too.

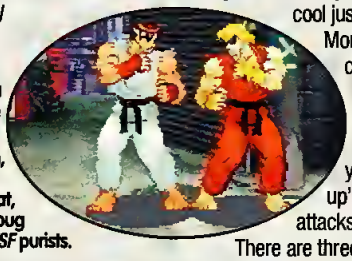
STREET FIGHTER ALPHA

OK, I know, I know — it's *Street Fighter*... AGAIN. But don't let the old-fashioned 2D perspective fool you — this isn't 'Hyper Turbo Deluxe Edition' or anything, this is a new game with different characters and play features. And the tried-and-true *Street Fighter* gameplay is just as great as ever.

For those of you who aren't familiar with the arcade version of *SFA*, the story takes place between the original *Street Fighter* and the first *SF II*. Some of the original characters have reappeared (although they're barely recognizable), and Ryu, Ken, Chun Li and M. Bison make their pre-*SFII* debut. Hidden characters include *Super SFII*'s Akuma and a new guy imaginatively named 'Dan'. The graphics, while still bright and cartoony, have a slightly different look about them — I think it's an improvement, but it really just comes down to personal taste.

Street Fighter veterans won't have any trouble picking this one up — in fact, at first try good Ryu and Ken players will probably play through to the end on normal difficulty. The returning *SFII* characters still have all their old moves, and the traditional six-button configuration is still in use.

New features, like Alpha Counters, really add a lot. With ACs you can reverse an attack with a quick strike a split-second after blocking your opponent. These are a little tough to get the hang of, and you won't want to count on them late in the game, but they're pretty dam cool just the same.



SF Alpha takes more of a Japanese anime approach, which looks great, but may bug die-hard *SF* purists.

More-powerful special moves, called 'Super' moves, have been added, which you must 'power up' by landing attacks on your foe. There are three levels of Super Moves, each more devastating than the next. There are numerous other, smaller features as well, such as taunts, more hidden characters, and even a remixed soundtrack available for the first time on this PlayStation version. And, as in the arcade, you can turn Turbo on or off, and even select Auto Blocking.

In the end, *Street Fighter Alpha* probably won't bring in many new players to the *SF* line, but fans of the series should get their money's worth. Even if you're tired of 2D fighters altogether, you can't help but enjoy a kind of nostalgic feeling with *Alpha*. The gaming industry has been through so much since *Street Fighter II*'s glory days that it's fun to take time out from the flashier polygon-based titles and go back to good, solid, classic gameplay. Having said that, I can't wait to see

A New Look



Yeah, It's Street Fighter, But...



There's loads of new and revamped characters, with only a few returning from *SFII*.



There's also plenty of new moves, including the ultra-powerful Super Moves.



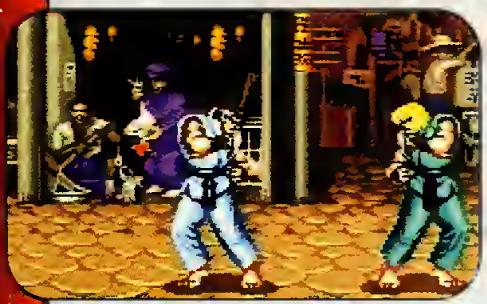
And don't forget the other cool extras, like Taunts — custom made for two-player rivalries! Yes!!!



After a couple years of fighting in 3D, I forgot how bad getting caught in the corner can be, especially against a Tiger Uppercut — ouch.



Dan is the latest character to get the 'different head on Ryu's body' treatment. He seems like a pretty weak character at first, but in a master's hands he can be devastating.



The traditional graphic style for the *Street Fighter* series was cartoonish, but with a gritty, rough edge.



Remember Guy from Capcom's *Final Fight* series? He's decided to take on a different kind of fighting challenge, and man, is he one tough customer.

Miss Guile? Don't worry, his old buddy Nash is here, and he knows all of Guile's best tricks. Too bad he's killed by Bison right before the tournament in *SFII*.

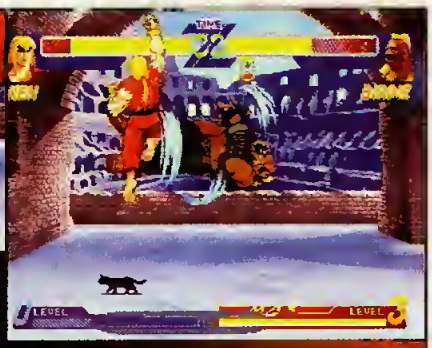


Alpha Counters

One of the most intriguing new features is the Alpha Counter. You start by blocking an opponent's attack...



...then you immediately perform the Alpha Counter as soon as he connects. It's tricky to pull off, but it's great for surprising the enemy, and will often get you out of a tight spot.





Super Moves have perhaps been a controversial addition to the original *SF* formula, but they seem to work rather well without disrupting the balance of the game. And the look really cool.

A SECOND OPINION

OK, while I do agree with Chris that, as 2D brawlers go, this isn't bad, I think it has to be said that this is the kind of game Capcom could crank out in their sleep. The gameplay and cartoonish graphic style were lifted from the *Darkstalkers* and *X-Men* games, then it's been filled out with characters recycled or left over from *Street Fighter*. It's a decent game if all you want to do is sit down and go a few rounds (I know there are still some *SF* freaks out there who HAVE to have this), but I think most of us have moved on by now. — **Jeff**

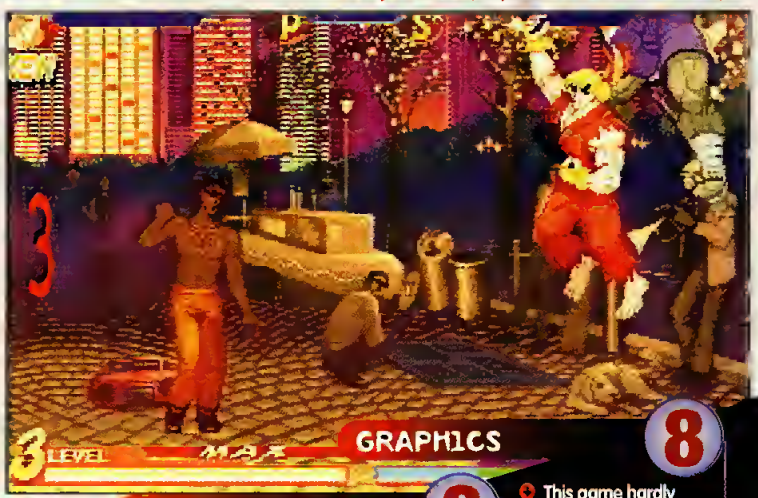


Combo-Riffic





Ahhh, that magical *Street Fighter* combo system — I personally still think it's the best there is. You chain together attacks by using the 'two-in-one' method, where you begin the control pad motion of the second attack as the first one is in motion. There's a lot of room for creativity here, unlike fighting games with 'pre-ordered' combos like *KI* and *MK3*.



GRAPHICS 8

- This game hardly takes advantage of 32-bit hardware...
- ...but it doesn't really need to — it still looks arcade-perfect.

MUSIC & SOUND FX 8

- The soundtrack is good, with a cool, remixed version added in.
- The fighting sounds great — you can really feel the impact!

INNOVATION 6

- Well, it's still just a 2D *Street Fighter*...
- ...but there's lots of new features, all cool.

GAMEPLAY 9

- The *Street Fighter* series still offers near-perfect fighting and balance.
- The speed, attacks, combos, everything — very well done.

REPLAY VALUE 9

- With several difficulty levels and a Versus Mode, you'll never get bored...
- ...that is, unless you're just plain tired of *Street Fighter* altogether.

87%

EXCELLENT

SATURN

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Playmates
DEVELOPER / Neversoft Entertainment
AVAILABLE / now
PRICE / $54.99



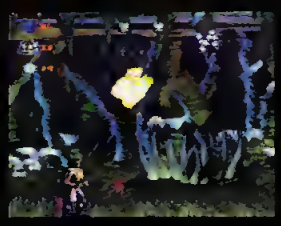
We knew *Jeff Lundrigan* kept a real skull on his desk. We didn't know that was why his head was strangely mushy from 9:30 to 5:30 everyday!



SKELETON WARRIORS



One cool new thing is that defeated enemies always leave behind crystals and health bonuses. If you can't grab the item quickly enough, the enemy re-assembles itself and comes back for more — these are undead critters, after all.



And just look at the graphics! If nothing else, *Skeleton Warriors* looks just amazing.

This is the sort of side-scrolling, 'run from left to right' action I'd frankly hoped we'd seen the last of with the passing of 16-bit. However, wonder of wonders, I actually liked it — didn't love it exactly, but it kept me interested and even managed a few surprises on its own.

While your character and all the enemies are prerendered, 2D sprites, they actually run through a 3D world. I know that sounds a little strange, but it means that the backgrounds scroll in a way I'd never seen before, and the fact is that the whole game looks incredible, boasting some of the best graphics I've seen yet in the 32-bit age. Everything has just the right gloss, and lends the game a lot of atmosphere.

I do sort of wish that you were given a larger set of moves and special attacks, and that the animation weren't so slow (it's very smooth, but I wound up with a sore thumb after I kept pushing my control pad harder in the vain hope it would make me move faster). Still, it controls pretty smoothly, and there's a lot of variety to the way the levels look, the way enemies attack you, and the different traps and obstacles in the levels. It even breaks up the side-scrolling action with a few flight stages — a small concession to the 3D age, but it's nice to see the designers make the effort.

In short, while there's nothing completely new here, it's well made and just different enough to keep you on your toes. There's no passwords, so it has to be played through in one go, but there's plenty of opportunities to grab extra lives so it doesn't get too frustrating. It's a mild extension of the side-scrolling genre, and it ought to be encouraged. **GP**



Here's the game's one big secret, though — attack while jumping at an enemy's head and you're not only safe, you do more damage. That's it, the ONE major special move.



The game throws in the odd flying level as well. These ain't much really, but they break up the action and keep you from getting too bored.

GRAPHICS 10
- Really smooth, glossy 3D backgrounds.
- Excellently rendered characters look great!

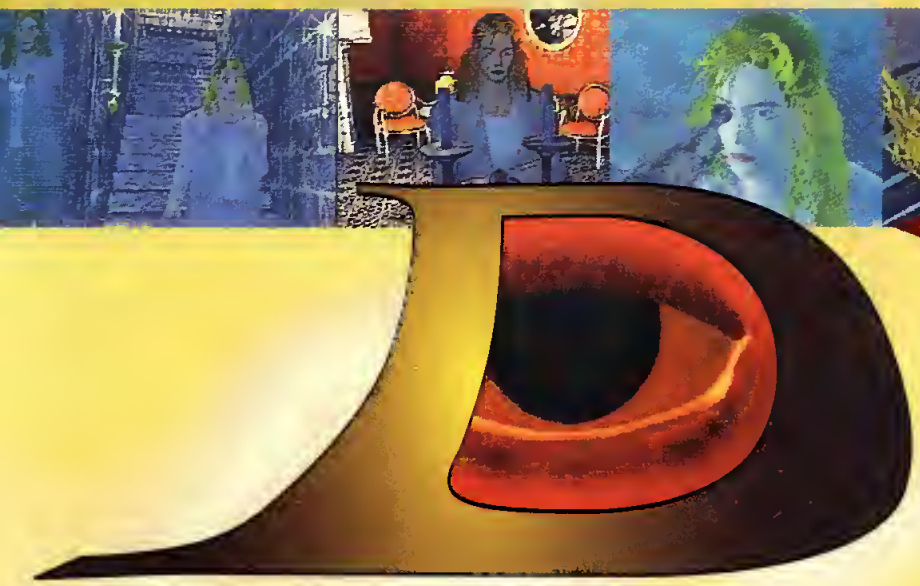
MUSIC & SOUND FX 9
- Moody soundtrack — nicely done.
- Cool bone-breaking sound FX.

INNOVATION 7
- 2D characters in a in a 3D world — that's different.
- There's a lot of the some side-scrolling stuff.

GAMEPLAY 8
- Controls well, and never TOO frustrating.
- Needs more power-up items and special moves.

REPLAY VALUE 7
- There's a few hidden things, and the game keeps you coming back.
- Too few stages, and not enough variety to the bosses.

79%
VERY GOOD



SATURN

MATURE M

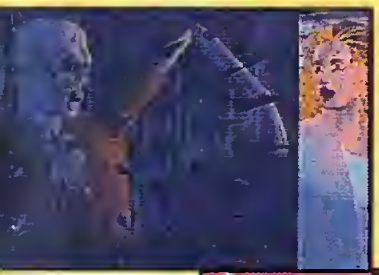
graphic adventure / GENRE
1 / PLAYERS
2 CDs / SIZE
none / SAVE FEATURE
Acclaim / PUBLISHER
Warp/Acclaim / DEVELOPER
now / AVAILABLE
$54.99 / PRICE

Flashbacks, nightmares, and the awful specter of murder and cannibalism? *Jeff Lundrigan...* Calling *Jeff Lundrigan...*





Here's another look at one of the best intro sequences ever. Laura's father suddenly goes nuts one day and starts shooting everyone. What's going on here?



A lot of really bizarre, sick things happen in this game. If you're easily frightened, well, maybe you'd rather stick to playing *Tetris*.

Some months ago I reviewed the 3DO version of *D*, and I loved it. It's a genuinely frightening game, with lots of creepy-cool atmosphere and chock full of weird shocks. On the other hand, it's also slow, and not the most challenging game ever made. On the whole though, I thought the positives outweighed the negatives, and I still do. This is one cool game, and anyone who's just looking for a few days entertainment is in for a treat.

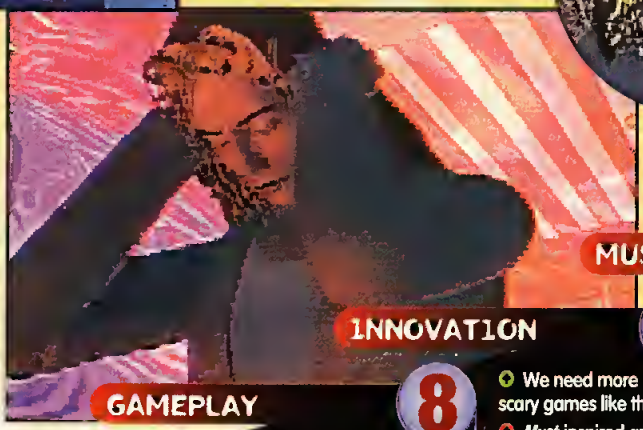
The Saturn version has been released through Acclaim and, as near as I can tell, it's complete and few changes have been made. They did try to 'improve' the soundtrack — a fool's errand, since the original music was one of the 3DO version's strongest assets, and this new mix isn't as good. They've toned down the creepy nursery chimes and, I think, taken out some of the bass. Oh well.

You'd think that while they were re-recording, they'd take another shot at dubbing the dialog, since the 'translated from the Japanese' lines and delivery from the original 3DO version are about on par with a good *Ultraman* episode, but they left them the same. It's not a horrible job, but I've heard better, and a game that relies this heavily on mood needed a couple of voice actors who could really act.

Still, I've always been impressed by the 100% rendered graphics and the character animation, especially of the lead character, Laura, is nothing short of incredible. She does a better job of getting emotions across and getting you to feel them than almost any of the real actors I've seen in FMV intro sequences. Scary stuff, and worth more than a look. **GP**



The character animation is some of the best I've ever seen. You know just how Laura's feeling every second, and it really draws you in.



One of the game's highlights are Laura's own flashbacks. Something Terrible has happened in the past, and she remembers it a little at a time. The trippy psychedelics are worth the price all by themselves.

Yeah it's short. Sure, it's kinda slow, but when a game pushes things in a different direction the way this one does, you can't help but like it.

GRAPHICS 10

- The 100% rendered scenes look incredibly slick and real.
- Laura's character animation is some of the best I've ever seen.

MUSIC & SOUND FX 9

- Very creepy, effective musical score.
- Not as good as the original. Sorry, don't fool with perfection.

INNOVATION 8

- We need more scary games like this.
- *Myst*-inspired graphic adventure. Been there, done that.

GAMEPLAY 8

- Draws you in and won't let go.
- Slow, slow, slooooooow.

REPLAY VALUE 7

- Three endings, and lots of side bits you might miss the first time.
- Not too challenging. Over way too fast.

79%

VERY GOOD

PLAYSTATION

TEEN T

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Capcom
DEVELOPER / Capcom
AVAILABLE / now
PRICE / $50-60





There was a time when *Roger Burchill* worshiped at the shrine of Capcom. Now he just drinks heavily and mumbles '3D hurricane kick, please...'

DARK STALKERS

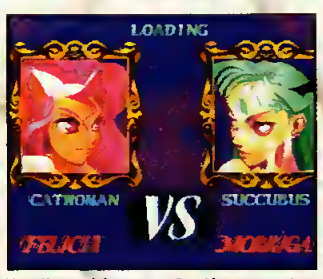


Either it's Halloween or those *Street Fighter* guys are still holding grudges beyond the grave.

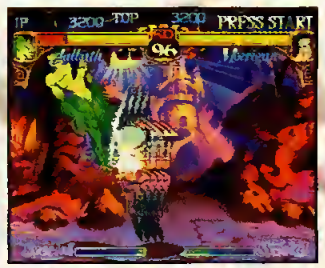
There is nothing about *Dark Stalkers* that won't delight the fan of the 2D fighter in general, and *Street Fighter* fans in particular. You can count me in with that rabid group of fanatics. But geez, after *Street Fighter* one through one million and all the copy cats, I really think I'm ready for a change.

Which is really too bad, as *Dark Stalkers* could arguably be the height of development for 2D fighters. The graphics and animation are as smooth and polished as any of the games that proceeded it. The sound, though not spectacular, measures favorably against the best of the genre. Couple that with the classic *Street Fighter* control structure, explosive special attacks, and vicious combos and you have a very solid game. The special attack meter, that allows you to pull off a super move after you've sufficiently punished your opponent, is also a nice addition.

But as classic as the game may be, *Dark Stalkers* really is showing the age of its engine. *Street Fighter* (which is what *Dark Stalkers* essentially is) was once the state of the art in fighting games. But in this era of *Virtua Fighter 2* and *Battle Arena Toshinden*, *Dark Stalkers* barely holds on. I eagerly await the day that Capcom rises to the challenge and enters the next dimension. **GP**



Yes, I'm a sick puppy. But I just seem to have this thing for animated babes who punish and abuse me.



It really is a little thing, but I did miss it on certain 16-bit games. Blood! Give me blood! More Blood!



When you have combos that allow multiple hits in double figures you are doing excess right!



Some of the special attacks verge on the ridiculous, but what would a fighting game be without them?



6 GRAPHICS

- The animation and graphics are about as good as sprite-based gets.
- It's hard to get excited about playing a cartoon after all these years.

6 MUSIC & SOUND FX

- Standard stuff, but it does the jab. Bam! Boom!
- The intro song sucks! 'Baby, I'm your trouble man?!?' Gimme a break!

5 INNOVATION

- A few fine-tuned points give the game top billing for this style of fighter.
- It's really *Street Fighter* with new characters and a stupid premise.

7 GAMEPLAY

Hello? Are you listening? This is fun, but how about something new?

- Nice classic control structure, special attacks and combos still delight.
- Ten characters is a little on the low side, especially for a 2D fighter.

8 REPLAY VALUE

- Hey, I wan't complain! I'll spend days winning with every character...
- ...and after that, I'll beat my friends with each one of them.

71%

VERY GOOD



MATURE M AGES

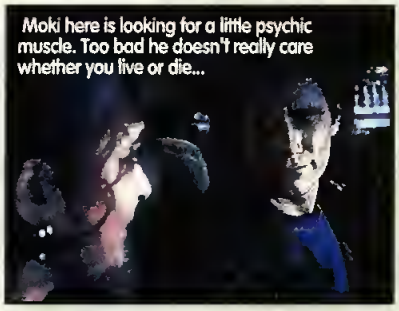
3DO
graphic adventure / GENRE
1 / PLAYERS
1 CD / SIZE
battery backup / SAVE FEATURE
Electronic Arts / PUBLISHER
Colossal Pictures / DEVELOPER
now / AVAILABLE
$55.99 / PRICE

Psychic Detective

This looks like a case for Sherlock Holmes! All we've got is *Trent Ward*... Damn! Another killer gets away absolutely free!



We're all professionals here, so you'd think that we'd be used to seeing bad games by now, but *Psychic Detective* is really something else. With five hours of FMV footage to wade through, a point and click interface that is so easy that it eliminates any actual interaction, and acting that is at best hammy, this game offers about as much entertainment as watching a 'Love American Style' marathon on a TV with a broken remote.



Moki here is looking for a little psychic muscle. Too bad he doesn't really care whether you live or die...

Psychic Detective has a plot line, and in all fairness, it's a pretty good one. You play a psychic who has spent his life utilizing eerie powers for his own minor personal gain. You get caught up in a murder, and must use your ability to see through the eyes of others to try and solve the crime before more deaths occur. The story is well written, with plenty of devious twists and turns, but the delivery is abysmal.

Psychic Detective features a control interface and gameplay that is almost entirely without entertainment value. Like Night Trap, the basic idea is to be in the right place (in this case, the right mind) and time to see events unfold. If you guess right, you move onward — If you guess wrong, you die and have to try again.

In the end, *Psychic Detective* is well suited for those who wish to play games while engaging in other activities simultaneously, and patients from the catatonic ward of the local hospital. I'm not kidding, guys.... this one's just no fun. **GP**



Some of the cutscenes have a very psychedelic look about them.



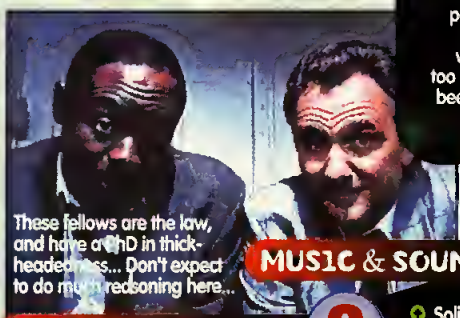
Welcome to Jail! Believe it or not, there's still a few things you can get accomplished from here...



Waw, she looks like she's in pain. You would too if you'd been cast in this game.



This game is just packed with angry females... better watch yourself, most of them are lethal.



These fellows are the law, and have a PhD in thick-headedness... Don't expect to do much reasoning here...

GRAPHICS 7
- It's FMV, so it looks like real people having real conversations. Wow!
- Graphics can be washed out and a little on the slow side...

MUSIC & SOUND FX 8
- Solid vocal recording, and an MTV-style musical editing job.
- What you're hearing isn't all that impressive.

INNOVATION 3
- Three points for the storyline, otherwise this would rate a big zero.
- This type of game has been done before, and done better.

GAMEPLAY 1
- Doesn't require too much attention — your dog could play it!
- Push a button and sit... push a button and sit... push a button and sit...

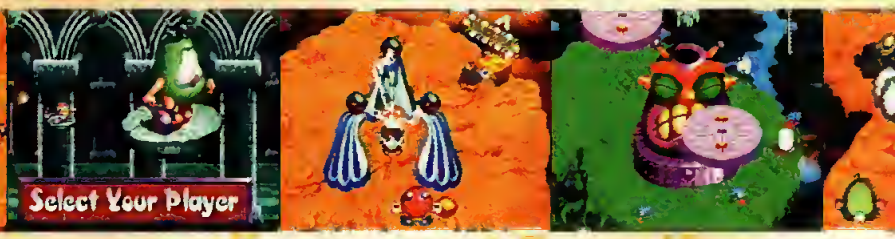
REPLAY VALUE 3
- Multiple endings and different story branches keep the game from getting stale...
- ... but the repetitive gameplay will drive you crazy!

28%
HEINOUS

JAGUAR

KIDS TO ADULTS K-A

GENRE / puzzle/action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Atari
DEVELOPER / Sunrise Games Limited
AVAILABLE / now
PRICE / $64.99





It's not surprising that *Patrick Baggatta* sees himself as a Mutant Penguin. What's really weird is that he looks like one as well!

Attack of the MUTANT PENGUINS

All Mutant Penguins Must Die!

Sure, we know what you're thinking - How could I hurt something so cute? But it's time for all penguins to meet their maker!



Setting up traps for the little buggers is a great way to buy yourself a little time and get rid of a couple extra penguins.



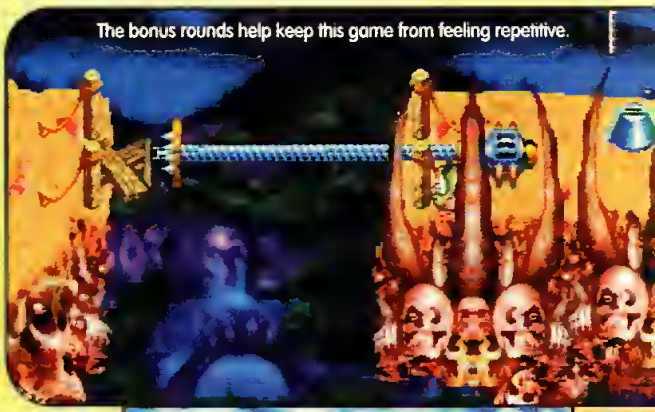
Sometimes you've got to get up close and personal if you want the job done right.



Some weapons only last for a brief time, so you'll have to do some quick killing!

Don't let the name throw you. *Attack of the Mutant Penguins (AMP)* is not just another mutant penguin game. In fact, it's not even just another puzzle game. Representing a highly successful melding of action and problem-solving, *AMP* is an awesome addition to the Jaguar library. Reminiscent of *Lemmings*, this game takes a slightly different approach. Whereas in *Lemmings* the idea was to save the cute little critters, *AMP* asks that you destroy as many of those little penguins as you can manage. Raising the stakes with imaginative and even funny 3D graphics, complex problems to be solved and penguin guts galore, this game deserves to be noted among the best of its genre.

The concept is simple — The mutant penguins are coming in droves and it's your job to stop them. What's fun are the many ways in which you *can* stop them. Whether you're beating them into submission or routing them straight through a spinning blade machine, it's almost always fun to see those penguins get what's coming to them. Another impressive aspect of *AMP* is the stylistic and colorful graphics, which really help to set the mood of the game. It would have been just as easy to play this game without the high-quality graphics, but the extra effort puts this one over the top. In the end, if you like action/puzzlers, this one is an absolute must-have. Even if you don't think you like puzzle games, you might want to just make sure with this great game. **GP**



The bonus rounds help keep this game from feeling repetitive.

9 GRAPHICS

- Each level has its own sense of style.
- The animation is smooth and funny.

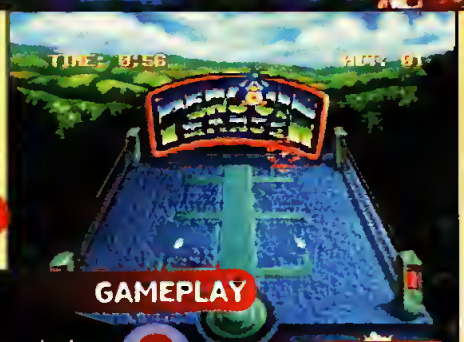
7 MUSIC & SOUND FX

- The sound effects are pretty good.
- The soundtrack isn't very inspired.

8 INNOVATION

Each level has its own sense of style and character, but the object is still the same.

- A great mix of action and puzzle solving.
- The use of machines to kill penguins is fresh.



9 GAMEPLAY

- The controls are simple and intuitive.
- It's easy to play from the beginning.

9 REPLAY VALUE

- There are tons of levels.
- Each level gets more and more difficult.

88%

EXCELLENT



JAGUAR

shooter / GENRE
1 / PLAYERS
16 Mbits / SIZE
none / SAVE FEATURE
Atari / PUBLISHER
Atari / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

MISSILE COMMAND 3-D

Since *Chris Charla* reviewed this game, he's started wearing a sign that says 'The End Is Nigh!' to the office.

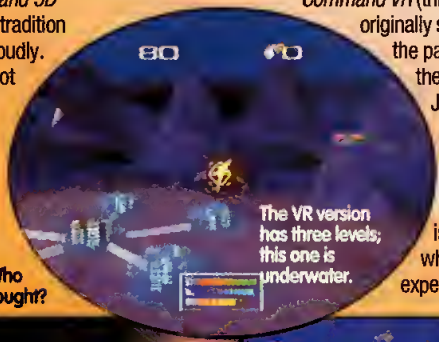




Because the original version is so graphically simple, Atari put in some tricks, allowing you to play on a rotatable background that looks like a Lynx or an arcade machine.

Most of the best Jaguar exclusive titles released so far have been upgrades of classic Atari games, like *Tempest 2000* and *Defender 2000*. *Missile Command 3D* carries that tradition forward proudly. You may not remember when the original trackball-controlled *Missile Command* was king of the coin-ops, but in its day, it competed with *Asteroids*, the original *Donkey Kong*, and *Space Invaders* for total domination of the arcades.

The Jaguar version has three games — the original *Missile Command* in all its pixelized, four color glory; *Missile Command 3D*, and *Missile Command VR* (this cart was originally slated to be the pack-in for the ill-fated Jag VR helmet). Classic *Missile Command* is exactly what you'd expect — intercontinental ballistic missiles rain down on your six cities and you have to protect them by firing your own missiles at them. Hitting one causes an explosion which can then detonate other missiles — a good thing, because in later levels more missiles come at you than you have in your arsenal. It's fun from a nostalgia point of view, but if you didn't play the original, forget it.



The VR version has three levels; this one is underwater.



Wow, bosses in *Missile Command*. Who would've thought?



These are the power-ups available in *Missile Command VR*.

The 3D version substantially updates the graphics - hey look, those are missiles, not dots!



No one can fault the Jaguar's ability to do cool explosions.

Missile Command 3D is the same as the original, but with really nice updated graphics, and a larger play area (a radar screen helps out immensely too). It's rad. You definitely get a feeling of desperate panic after just a few levels.

VR is where its at, though. You have five missile bases and need to fire lasers and missiles at incoming targets. Its in real 3D and the look and feel is totally intense. Plus, there are bosses, power-ups and levels that don't all look the same.

Overall, this is one of the best shooters the Jaguar has to offer. If you've got a Jag, and you like the idea of fighting off wave after wave of enemy attacks, get this. It's that simple. **GP**



Here's a look at the enemies you'll face in *VR*.

GRAPHICS 9
- Great updates on the original; nice polygons.
- Cool explosions!

MUSIC & SOUND FX 8
- Nice sound effects.
- Soundtrack = blah.

INNOVATION 6
- Nice job of updating the original.
- Face it, the original is 14 years old.

GAMEPLAY 8
- Can you say 'Panic?'
- The control is a little irritating in VR version.

REPLAY VALUE 9
- There's a reason they can re-release this 14 years later.
- Of course, if you never liked *Missile Command*...

83%
EXCELLENT

PLAYSTATION

KIDS TO ADULTS K-A

GENRE / shooter
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Sony
DEVELOPER / Sony
AVAILABLE / now
PRICE / $49-59



Hour upon endless hour of playing shooters culminated in *Roger Burchill* mindlessly banging the buttons on the soda machine, screaming 'Die, dammit, die!'

Philosoma



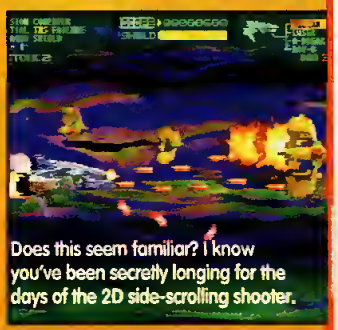
Once again a gorgeous intro sequence sets the table for... the really basic gameplay to follow.

Ah, the shooter. Nothing eases the toil and troubles of the day like the unblinking worship of exploding spaceships and the furious mashing of fire buttons, both of which are criteria that *Philosoma* fulfills with ease.

Philosoma almost serves as an encyclopedia of the genre. Fans of destruction will find mayhem spewed forth in about every imaginable scrolling form. There is nothing revolutionary here, but that won't matter to shooter fans, who often enjoy gameplay that seems to have stopped advancing years ago.

The sprite-based graphics are satisfying, but don't dazzle, while much the same can be said for the sound, which is adequate. Still, everything explodes nicely, and the gameplay is balanced.

If you're a shooter fan, *Philosoma* provides strong gameplay, variety, and value in one package. **GP**



Does this seem familiar? I know you've been secretly longing for the days of the 2D side-scrolling shooter.



Still, variety is the spice of life. You name the style of shooter and this game has got it.

6	GRAPHICS
7	MUSIC & SOUND
6	INNOVATION
7	GAMEPLAY
6	REPLAY VALUE

GOOD **65%**

JAGUAR

KIDS TO ADULTS K-A

GENRE / shooter
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Atari
DEVELOPER / Llama Productions
AVAILABLE / now
PRICE / $55.95



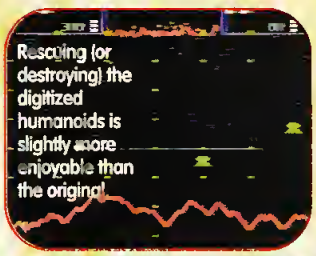
When *Mike Salmon* plugged this game in, he was transported back to when he was eight years old. Needless to say, we didn't notice any difference!

Defender 2000



When the original *Defender* made its debut in 1980, it set the gaming world on fire with addictive, fast-paced shooting. In the time since then, many companies have tried unsuccessfully to capture the gameplay of *Defender*. Now with *Defender 2000*, you not only get an updated version of the classic, but an exact replica of the original arcade game.

The updated *Defender* features some pleasing textures, and it's fast — real fast.

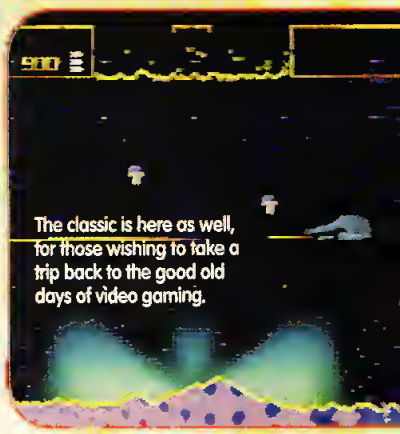


Rescuing (or destroying) the digitized humanoids is slightly more enjoyable than the original.

The updated version features nearly identical gameplay with some graphical tweaks. The ship is now textured and the humanoids are digitized. Unfortunately, these additions don't do much to improve on the gameplay. However, the speed and intensity of the original is still there to make *Defender 2000* one of the more enjoyable Jaguar games to date. That, and the inclusion of the original, make *Defender 2000* a lesson in nostalgia, and solid gameplay. But if you're like me, you'll spend the majority of your time playing the original. **GP**

7	GRAPHICS
9	MUSIC & SOUND
4	INNOVATION
9	GAMEPLAY
8	REPLAY VALUE

EXCELLENT **81%**



The classic is here as well, for those wishing to take a trip back to the good old days of video gaming.





X-MEN

SATURN

fighting / GENRE
1 or 2 / PLAYERS
1 CD / MEGS
none / SAVE FEATURE
Acclaim / PUBLISHER
Capcom / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

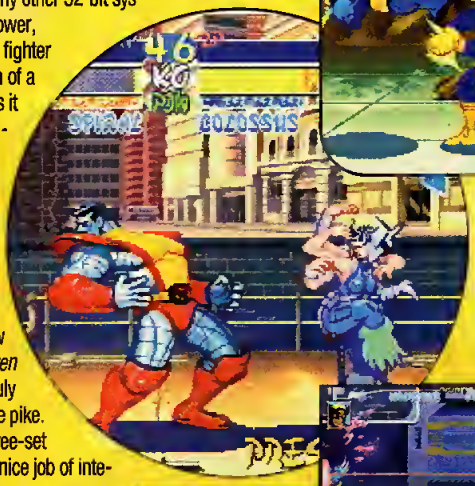
A long-lost member of the lesser-known LMNOP-Men, *Patrick Baggatta* was not exactly eager to write about his arch-enemies, but we made him do it anyway.





When an arcade game as popular as *X-Men: Children of the Atom* is brought to a home system, the first and most obvious question is: How close did they get it to the arcade version? Apparently the developers have anticipated this question and done a great job in translating the game to near-perfection. Of course, with the Satum's (or most any other 32-bit system's) processing power, translating this 2-D fighter shouldn't be much of a task, which keeps it from being a technological wonder.





If you love the X-men, at very least you can count on all your favorite characters being here.



The special moves are pretty easy to pull-off, but a basic fight plan is often times just as effective (at least against the computer).



There are some unique tricks here and there!



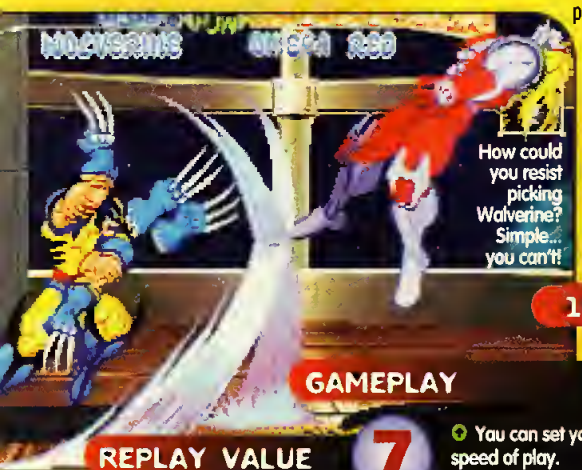
The action is extremely fast, but for the most part, not amazingly innovative.

Punch, Kick, Shoot That Thing That You Shoot!

If anyone tells you that X-Men: Children of the Atom *is an innovative game, you know what to tell them.*

OK, let's get this out of the way — If you loved the arcade version, then you're going to love the Satum version! However, if you're not familiar with the arcade game, it's important to know right from the start that *Children of the Atom*, while it does feature those fabulous X-Men and offers some truly hot 2D fighting action, is not the most inspired game to ever come down the pike. The formula is a little on the well-worn side with its side-on perspective, three-set matches. It is important to note, however, that *Children of the Atom* does a nice job of integrating each character's skills into a smooth overall package. The characters are awesome, sure, but we've all seen great characters crammed into generic fighting game roles in the past and it's always kinda disappointing.

So what do you say about *X-Men: Children of the Atom?* It's far from revolutionary, but it's a really good example of the 2D fighting game formula. **GP**



How could you resist picking Wolverine? Simple... you can't!

GRAPHICS 7
- The colors are sharp and varied.
- The animation is not quite as smooth as it could be.

MUSIC & SOUND FX 6
- The sound-effects are nicely done.
- The music is really pretty generic.

INNOVATION 4
- The special moves are uniquely fitted to each individual character.
- The 2D fighting game formula is overused.

GAMEPLAY 8
- You can set your own speed of play.
- The special moves are easy to use.

REPLAY VALUE 7
- Playing against a friend could be fun.
- Playing the computer isn't much of a challenge.

72%
VERY GOOD

PLAYSTATION

TEEN T

GENRE / action/RPG
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Ascii Entertainment
DEVELOPER / From Software
AVAILABLE / now
PRICE / $55.99



He hasn't stalked a dark dungeon since his escape from The Box, but *Mike Salmon* still knows how to get medieval. Yea, verily!

KING'S FIELD

At first glance *King's Field* looks like *Doom* with a sword, but there are just enough RPG elements and cool effects to make *King's Field* much more.

The World

The richly detailed 3D world of *King's Field* is a sight to behold.



The ability to look up and down reveals a full 360-degree 3D world.

The best feature in *KF* is the ability to look up, down, and all around in the richly detailed 3D world. You have to explore the world to uncover secret passages, purchase weapons, and find magical crystals, all the while battling axe-wielding guards and some tough skeleton warriors. As you continue to play, you realize how large the world is and, while it's nothing compared to a *Final Fantasy* game, it is fully 3D, real pretty, and well worth exploring.

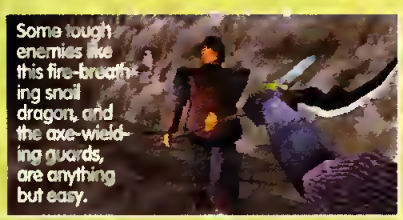
If there is one crucial flaw in *KF*, it's the lack of dedication to either RPG or action game. The battles are quite slow and meticulous, and they lack a lot of the strategy involved in most RPG battles. However, gaining levels, equipment, magic, and exploring keep *KF* interesting enough to forgive the sluggish fights.

Overall, *King's Field* provides the kind of experience you'd expect from a 32-bit game. Its graphical flair and CD quality sound really put you in the world of *King's Field*. And while *KF* isn't the best RPG or action game ever, it's a game I thoroughly enjoyed and highly recommend. **GP**



Looking through windows to see what danger is inside is another great part of this game.





Some tough enemies like this fire-breathing snail dragon, and the axe-wielding guards, are anything but easy.





Shopping for equipment, gaining levels, and using magic all add to the RPG feel.

GRAPHICS 9

- Lighting, backgrounds, and water look awesome.
- The enemies look great, but their movement isn't.

MUSIC & SOUND FX 8

- Music and sound FX are intense.
- However, it's the same music for the entire game.

INNOVATION 8

- Full 360-degree playing field is incredible.
- It's like *Doom*, but you have a sword.

GAMEPLAY 8

- Movement is smooth and the world is big.
- Battle is a bit slow for action fans, and a bit fast for RPGers.

REPLAY VALUE 9

- Tons of stuff to see and do and some real tough enemies make *KF* a real test.
- The line between action and RPG is always a tough line to walk.

84%

EXCELLENT



CENTER RING BOXING

SATURN

boxing / GENRE
1 or 2 / PLAYERS
1 CD / SIZE
RAM cart / SAVE FEATURE
JVC / PUBLISHER
JVC / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

While *Chris Charla* doesn't have a boxer's broken nose or cauliflower ear, he does have that battered brain syndrome.



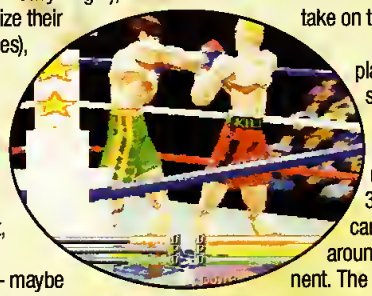


The boxer creation screen is option-laden, to say the least.

Training raises your stats, but only if you win the following fight.

There is plenty here for stats freaks.

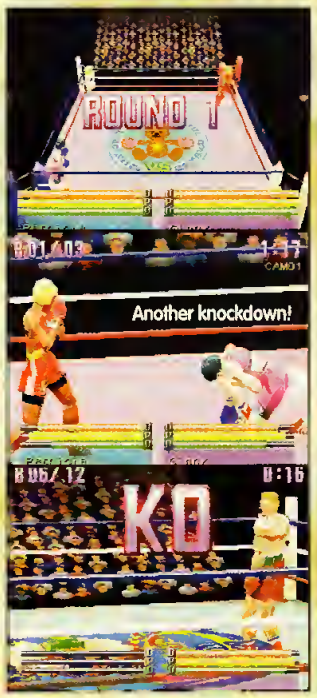
Boxing games aren't nearly as popular as fighting games, but they still have their fans. If you're one of them, you can't do much better than this. This is the most option-laden boxing game I've ever seen. Before you can even play, you must create your boxer. They can be one of the standard weight divisions (from featherweight to heavyweight), you can customize their heads (and bodies), height, weight, color of their trunks, whether they're left or right-handed, and even their sex! That's right, you can have a female boxer — maybe companies are finally responding to the demands of girl gamers, after all. Boxers have three attributes, speed, power and stamina, and you can decide which to emphasize. Later, through training, you can raise your stats even higher.



Anyway, once you create your boxer and name him (or her), it's time to fight. There are three modes, VS (for two players), sparring, which is you vs. a random boxer, and the main event, where you fight your way up through 30 boxers in an effort to become the #1 contender and take on the champ.

How does it play? A little slow, but good. The characters move in true 3D, so you can weave around your opponent. The response time is pretty good, but it could probably be a little faster. Still, it never got frustrating. There are a lot of punches to master, too. I wouldn't recommend this to everyone, but if you like boxing games, or are getting sick of standard brawlers, you won't be disappointed. **GP**

The variety of camera angles is very satisfying.



Booyah! 16 seconds into the 6th, it's all over!



Fighters have different styles (basically where they hold their arms when they aren't punching) based on size and physique.

GRAPHICS 7

- Nice texture mapping, different boxers are different sizes.
- The graphics are a little too polygon-looking.

MUSIC & SOUND FX 8

- Very nice sounding background music.
- The game has a pretty good announcer.

INNOVATION 9

- The game has true 3D fighter movement.
- There's a good variety of camera angles.

GAMEPLAY 8

- It feels very realistic.
- The game does tend to move a little slow.

REPLAY VALUE 8

- It will take some time to try all the options.
- If you're not a boxing fan, you'll soon be bored.

79%

VERY GOOD

PLAYSTATION

KIDS TO ADULTS K-A

GENRE / racing
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Electronic Arts
DEVELOPER / Electronic Arts
AVAILABLE / now
PRICE / $59.95



ROAD RASH



When *Roger Burchill* stuck his head out the car window and began drooling and barking, we knew we had to find another way to satisfy his need for speed.

Almost a perennial favorite from Electronic Arts, *Road Rash* for the PlayStation is the best looking and best sounding incarnation of the game to date. The upgraded 32-bit graphics almost give the sense that the player is racing on actual roads and highways. The addition of a soundtrack comprised of songs from alternative rock groups, like Sound Garden, gives the game the underground flavor it seeks.



'Why officer, is that your bedtime buddy you're holding or are you just happy to see me?'

But despite its improvements in sight and sound, *Road Rash* doesn't differ much, in terms of gameplay with the original, which came out on the Genesis years ago. There is certainly enough depth to the game, with five distinct tracks that become longer and more challenging as you progress through difficulty levels. The ability to kick, punch and brutalize your opponents with weapons is a joy that doesn't diminish. But as fun as *Road Rash* may remain, you can't help but feel the game is getting a little old. Sadly, the expanded memory capabilities of the CD-Rom seems to be filled with lame FMV sequences instead of the innovative gameplay that has become expected from Electronic Arts.

If you've never experienced *Road Rash*, there is certainly enough here to warrant a purchase. Otherwise, downshift and pass it. **GP**



Something tells me that this game won't be used as a teaching aid in Driver's Training classes.



Any game that encourages reckless driving and disrespect for the law is alright in my book.



Ouch! That's gotta hurt! I hope the bike is OK.



Of course it is! Now don't dawdle — precious time is ticking away.



Earn some cash and blow it on bikes, women, and booze. The rest you spend frivolously.

7 GRAPHICS

- As *Road Rash* games go, this is best looking of the bunch.
- Lame FMV sequences get old real fast.

8 MUSIC & SOUND FX

- Alternative rock soundtrack gives a nice edge to the races.
- Options to turn off music and/or engine noise are a welcome touch.

4 INNOVATION

- If you played *Road Rash* years ago, you won't notice too much difference.
- A new soundtrack and FMV cut scenes do not a new game make.

8 GAMEPLAY

- Straight forward controls will have you race ready in no time.
- Crashes, kicks, punches and weapons increase the brutality and the fun.

7 REPLAY VALUE

- Multiple tracks and an alternating two-player mode encourage replays.
- Lack of innovation makes it feel like you've played the game for years.

73%

VERY GOOD



PLAYSTATION

action / GENRE
1 or 2 / PLAYERS
1CD / SIZE
password / SAVE FEATURE
Sony Interactive / PUBLISHER
Sony Interactive / DEVELOPER
now / AVAILABLE
$64.99 / PRICE

Assault Rigs

After waiting around for years for a chance to ride in a tank, *Patrick Baggatta* finally confessed that he hates small, dark places, but we made him play the game anyway.



Who remembers *Tron?* The makers of *Assault Rigs*, that's who. Of course, that doesn't mean that this game is any kind of rehash of *Tron* the arcade game, but the overall feel of the game will take you back. Zipping around a futuristic maze while searching for crystals is highly reminiscent of the special effects-loaded movie.

OK, enough with the crazy *Tron* references. *Assault Rigs* is a fun 3D tank game with minimalistic graphics and a simplistic game plan. The charm of this game comes from the design of the many levels. Each level is a mix of twists, turns and secret passages just waiting to be discovered and explored while other, less friendly, tanks chase you down. While the effect of *Assault Rigs* is one of retro-gaming, the 3D polygonal environments are definitely a product of next-generation gaming.

Another big bonus to *Assault Rigs* is the possibility to link-up the game with another PlayStation. With this technology, two players can engage in a death match on different televisions. This feature adds a whole new dimension to gameplay. One notable draw-back to the game, however, is that the mazes themselves don't become very interesting until the later levels of the game. In the end, *Assault Rigs* is not an over-the-edge gaming experience, but it is pretty good fun. **GP**

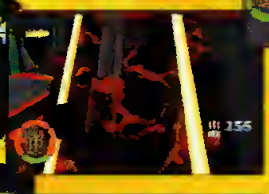
A Maze-ing!

The name of the game is to navigate the mazes without being totally destroyed. Sounds simple enough!



By building the mazes vertically, the game's immersive quality is greatly enhanced.





With several different available views, *Assault Rigs* is on par with the most sophisticated of 3D games.



The simplistic graphics have a novel charm, but are low on wowwing power.



Your choice of weapons is extensive, if not altogether thrilling.



Later in the game, the levels start to get much more complex.

GRAPHICS 7

- The later levels are nicely designed.
- The vehicles are very simplistic in design.

MUSIC & SOUND FX 9

- The soundtrack keeps the action moving.
- The sound effects, especially the explosions are realistic.

INNOVATION 7

- The addition of vertical levels adds to the depth of the game.
- Negotiating mazes in search of other tanks has been done before.

GAMEPLAY 7

- View options keep the game interesting.
- Navigating the mazes can be frustrating.

REPLAY VALUE 8

- There are tons of levels.
- The two-player link-up adds lots of life.

The first couple of levels are good for getting started, but they aren't terribly interesting.

78%

VERY GOOD

SATURN

GENRE / racing
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $59.99

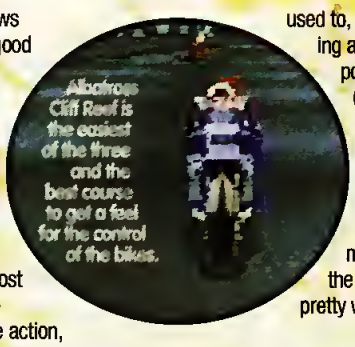




If it were up to *Patrick Baggatta*, all the racing reviews would come to him and even though it's fun to disappoint him, we let him have this one.

HANG ON GP

Proving once again that Sega knows racing games, *Hang On GP* is a good example of high-speed motorcycle racing. With an amazingly small amount (as in basically none) of polygon draw-in and three separate tracks (each with extensions bringing the total to six), *Hang On GP* also proves again that the Satum is a quality 3D racing machine. Beyond the technological prowess, however, the most important part of a racing game is obviously the control and the intensity of the action, which are both pretty good in *Hang On GP*, if not exactly awesome. The control admittedly takes a little getting used to, with all its leaning and power-sliding (ahhh, sweet power-slides — you are the mother of all that is racing goodness.), but in the end it works pretty well.


Albatross Cliff Reef is the easiest of the three and the best course to get a feel for the control of the bikes.

Where *Hang On GP* breaks down just a little is in the racer graphics. The blocky look of the superbikes and the overly-squared shoulders of the riders takes away a little from the realism of the game. The backgrounds, however, are sharply detailed, solid and just plain pretty. Overall, *Hang On GP* is one for the positive column in the Satum Library and, while it may not quite have the magic of a game like *Daytona USA* or *Sega Rally*, it is a confident and enjoyable game on its own. **GP**

PLACES TO GO REALLY FAST

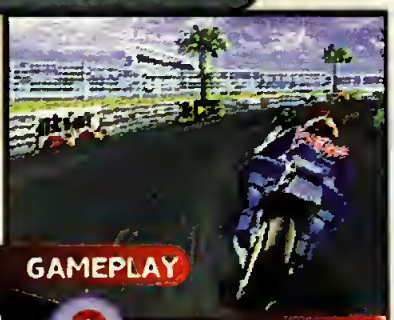

With three extendable tracks, *Hang On GP* offers more than its fair share of demanding racing variety.

New Dwells is the most advanced track of them all and features some tough twists and turns along the way.


The Great Crimson Wall is awesome track full of intricate turns and super fast straightaways.


The detailed graphics add quite a bit to the realism of the game though you'll be going entirely too fast to notice much of it.


With your choice of three separate views, *Hang On GP* give the player a wide variety of racing options.


Racing against 19 other racers is enough competition for even the most skilled of racers.

8 GRAPHICS
- The backgrounds are really beautiful.
- The riders and bikes are a little too blocky.

7 MUSIC & SOUND FX
- The music has just the right intensity.
- The engine sounds are accurate, but annaying.

5 INNOVATION
- Being able to turn the power slide on and off is a nice option.
- It's a pretty standard racing game.

8 GAMEPLAY
- This game has speed and lots of competition.
- The control is a little tough to master.

9 REPLAY VALUE
- Lots of tracks to race and tough competition.
- There are plenty of choices in gameplay.

81%
EXCELLENT

IF YOU'VE GOT THE BALLS, WE'VE GOT THE BALLISTICS.



Battle it out for supremacy in the cyberspace combat zone where one false move may cost you your cojones! Choose from three assault rigs and thirteen fully-upgradable weapon systems as you manuever through maze-like arenas. Careen across jump-ramps, sky-ways and movable blocks in a pulse-pounding race against the clock. It's virtual war out there. Time to show 'em how they're hanging.

PC CD ROM

8 Person Network Compatible

2 Player Link Compatible

PlayStation

Assault Rigs™

http://www.sony.com

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GENESIS

KIDS TO ADULTS K-A AGES

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / password
PUBLISHER / Acclaim
DEVELOPER / Eurocom
AVAILABLE / now
PRICE / $49.99



We told *Mike Salmon* to go to Hollywood to interview a bottle cap. After we bailed him out and paid off the hotel damages, all we got was this review!

SPOT Goes To Hollywood

Talk about marketing... A circle on a soda can now is starring in his second video game. Despite the ridiculous idea, *Spot Goes To Hollywood* isn't an awful game. The game is played from the 3/4 perspective, which is always difficult to control for an action game, but this time the control is different. If you press up you go diagonally up (etc.), and while this is extremely confusing at first, it eventually makes control a little easier.

The graphics are quite good for a Genesis, and the sound isn't bad. Unfortunately, the gameplay doesn't offer enough variety or intense challenge to keep you playing. *Spot Goes To Hollywood* is by no means a groundbreaking title, but considering what else is available on the Genesis, it's pretty darn good. GP



That loveable little spot doing his spot-like things, you know, jumping and stuff.



Each level you have to collect a number of spots that are placed in hard-to-reach areas like this.

8 GRAPHICS
7 MUSIC & SOUND
6 INNOVATION
6 GAMEPLAY
6 REPLAY VALUE

GOOD 63%



In LA, even Spot's are armed. Firing away at bad guys is the only way to knock them out.

PLAYSTATION

KIDS TO ADULTS K-A AGES

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / passwords
PUBLISHER / Crystal Dynamics
DEVELOPER / Crystal Dynamics
AVAILABLE / now
PRICE / $59.95



Since he sees little lizards floating around him all the time, *Jeff Lundrigan* seemed like the perfect guy to review this.



GEX

From what I gather, *Gex* is definitely NOT a mascot. Really. After his debut on 3DO a few months ago, now you can experience his gecko antics on PlayStation. Near as I can tell, this is a straight port, no extras, so there's not a lot to say that hasn't already been said. For a side-scrolling action game, this is a cut above average, with a lot of offbeat game mechanics and a ton of hidden areas and bonus levels.

Gex himself, voiced by Dana Gould of Saturday Night Live and Wayne's World, is a wisecracking little lizard, and some of his quips are even funny. The game has a lot of gloss, controls well, and lasts a while... and well, that's it. If you're looking for a side-scroller in the PlayStation world of polygons, this is your only choice — as it happens, you're in good shape. GP



Since he's a gecka, Gex can stick to walls, ceilings, and other places, thanks to his suckered feet. This gives the game some interesting mechanics — not your usual stuff.

There's a lot of hidden areas and bonus levels — you'll be digging stuff out of this for a while if you're hooked enough to keep going.



9 GRAPHICS
9 MUSIC & SOUND
6 INNOVATION
8 GAMEPLAY
8 REPLAY VALUE

EXCELLENT 81%



The graphics are good and some of the enemies are pretty strange. The humor isn't exactly sophisticated, but it's funny more often than not.



Tie up your enemies with some web and it's jab, hook, uppercut. Funny, it's *always* jab, hook, uppercut.

32X

action / GENRE
1 / PLAYERS
24 Mbits / SIZE
none / SAVE FEATURE
Sega / PUBLISHER
Blue Sky / DEVELOPER
now / AVAILABLE
$69.99 / PRICE



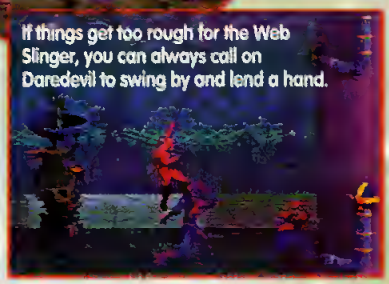
After watching *Roger Burchill* wrap his lunch in dental floss and then suck out the innards with a Dixie straw, we knew we had the right (spider?) man for this review!

SPIDERMAN
WEB OF FIRE

Here lies reason 1,256,637 on what's wrong with the videogame industry. Spider-man, a hero to millions, is reduced to a cardboard cutout in yet another 2D side-scroller.



Could be my pyromaniacal tendencies, but fire seems to be about the only graphic element that stands out on this game.



If things get too rough for the Web Slinger, you can always call on Daredevil to swing by and lend a hand.

Strangely, in the 32X world, Spider-man climbs walls and clings from ceilings consisting of unimpressive graphics that look dated even for a 16-bit system. Sound is abysmal with dull, formless electronic beeps passing as music and the death of enemies marked by the exact same annoying cry each time.

The only hint of gameplay comes from the mindless mashing of the attack button while Spidey does his web slinging. The only enjoyable aspect of the game is in that ability to swing around each level on strands of webbing. Unfortunately, in a 2D scroller, that basically means swinging from left to right. Too bad.

There isn't much here that hasn't been done before and done better. Rest in peace, Spidey. **GP**

5	GRAPHICS
3	MUSIC & SOUND
2	INNOVATION
4	GAMEPLAY
3	REPLAY VALUE

CRAP **36%**



The game tries to taunt you into continue playing. Trust me, don't listen to it!

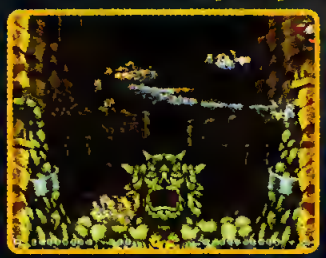
BLOW 'EM TO SQUID SPIT

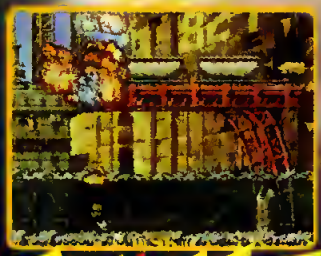
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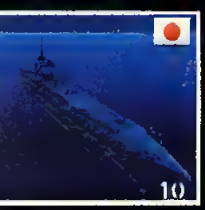


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ONE LUNATIC STOKING THE FIRE.

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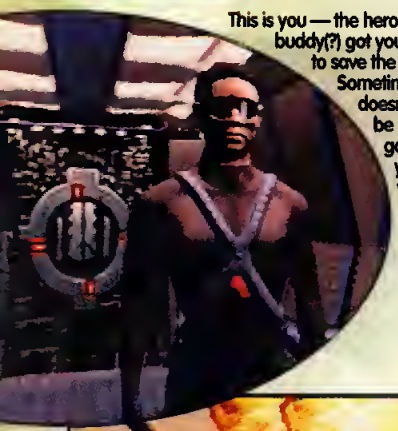
TEEN T AGES 13+

GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Interplay
DEVELOPER / Xatrix Entertainment
AVAILABLE / now
PRICE / $50



The government once contracted *Roger Burchill* to develop a doomsday weapon, but when his mom washed his socks, all his research was lost!

CYBERIA



This is you — the hero. Your buddy(?) got you out of jail to save the world. Sometimes it just doesn't pay to be a good guy, you know what I mean?

As graphic adventures go, *Cyberia* marks an important milestone between what was once settled for and what can someday be.

Graphically, the game is superb. The exquisite SGI-rendered intro sequences and cut scenes that once left the player feeling slighted when the game actually started, are now finally available in the gameplay. In fact, the use of multiple camera angles, short but effective cut scenes, and an eerie soundtrack give the impression of actually being able to control characters in a motion picture.

Unfortunately, along with that motion picture sense comes the reality of having to follow a script. The linear gameplay means that there is little ability to stray from the preconceived storyline. Even in the parts of the game that strays into an arcade style shooter, the gameplay is track-based. Which means that advancing the story simply requires doing things over and over again until you do it right (as in what the programmer wanted).

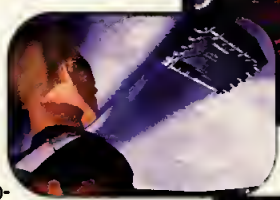
Someday, there will be a graphic adventure that lets you build and determine the storyline yourself. Although *Cyberia* succeeds at creating what may well be the look and feel of that game, until the non-linear gameplay arrives, it is kinda lacking. **GP**



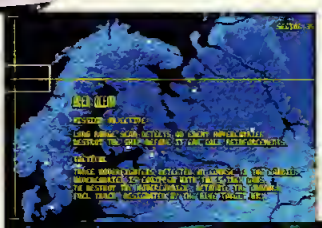
Right from the start you've got to start fighting to keep your butt alive. Eat lead, slime ball!



This new company you're working for doesn't pay well. But hey, nice company car!



Of course, the ship does come with a catch — a bomb! (Just a note — you die a lot in this game. All in a day's work.)



Pay attention to the mission maps. They contain useful information that will keep you alive.



For a while, the game just seems like a track-based shooter. But there's a light at the end of the tunnel — you'll be back to exploring hostile territory in no time.

10 GRAPHICS

- Excellent rendered graphics make you feel like you're playing a movie.
- Use of short, entertaining cut scenes actually enhance gameplay.

8 MUSIC & SOUND FX

- Sound isn't extraordinary, but it certainly is up to 32-bit gaming standards.
- Minimalist sound intensifies the eerie atmasphere.

6 INNOVATION

- At last, a game that uses thase great intro sequence graphics in its gameplay.
- There's na revolutian in gameplay here.

7 GAMEPLAY

- Unlimited continues let you keep playing until yau get it right.
- Solving the puzzles sometimes requires mare luck than reasoning.

6 REPLAY VALUE

- Fair or not, the difficulty of the game means you'll be playing it for awhile.
- Linear gameplay means that ance you're finished, you're finished.

70%
VERY GOOD



'DONKEY KONG COUNTRY 2' Greater graphics and faster action for this even bigger adventure. All new worlds populated with new enemies and new friends **$66**



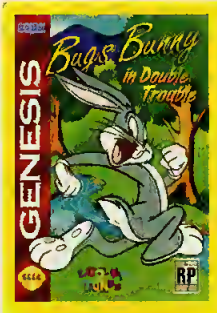
'MORTAL KOMBAT 3' is loaded with everything players have been begging for, six new Kombat Kodes, eight new characters, thirty two megs, and secret portals that allow fighters to smash up and down into different backgrounds. **PSX $56**



'MEGA MAN X 3' Those tricky reploids are on the rampage again. New and familiar robotic enemies and new robot customization feature for tremendous replay value **$56**



'PANZER DRAGOON' Enter an intense world one thousend yeers into the future. Your people live in fear of the derk dregon. But armed with e deedly weepon and the guidance of an armored dragon, you must confront your enemies. **SAT $52**



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'PRIMAL RAGE' Seven imprisoned gods are set loose from suspended animation after e meteor strikes Earth in the near future. Humens survive, but most technology is wiped out **PSX $58**

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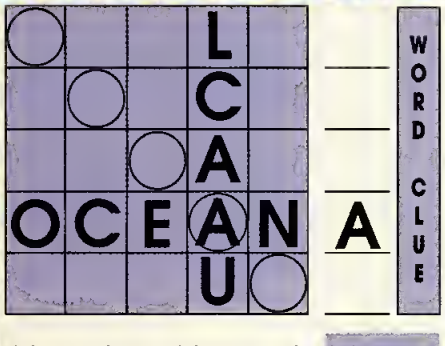
3. THUN[illegible] big 400 x 8" steel [illegible] smooth the [illegible] foam [illegible] *Third prize.* 3.5 H.P. engine, shocks on front and rear remote fuel tank, extra thick [illegible] *Action that won't quit!*

THESE COULD BE YOUR COOL WHEELS

Treasure Cove Corporation
the premium prize company

GAME RULES: Under the puzzle, you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry, you will find a word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled squares. The word clue letter can only be used on the line next to it. All words in the list are not used.

WHAT YOU CAN EXPECT: After this entry you will receive one elimination game at $4.00. The tie breaker will be $2.00. Subsequent tie breakers will be free. Tie breakers will be played until only one person remains. The puzzles will increase in difficulty each time.



daily	arbar	dairy	wreck	**WORD CLUE:**
tatum	dance	sealed	ahead	What one
~~ocean~~	prism	tatem	melt	does while
creek	breed	venue	green	asleep.

All Entrees must be Postmarked by 5-31-96.

Yes. Enter my puzzle in the 1-2-3 Go-mobile Contest!
Here is my $4.00 Entry fee.

Send cash, check, or money order - U.S.Currency Only (no coins) to:

Treasure Cove Corporation
P.O. Box 310 - Dept. GPL004
McHenry, IL 60051-0310

Name:_____ Age:_____
(Please Print Legibly)
Address:_____

City:_____ State:_____ Zip Code:_____

VOID WHERE PROHIBITED BY LAW. Employees and families of Treasure Cove Corp. are ineligible to play. Sponsor of contest responsible only to the limits of entry fee on disputes. Decisions of judges are final. Manufacturers of prizes and the publisher of this magazine are not affiliated with this contest. A "release of liability" form must be signed to accept prizes in this game. Winners under legal age must have parental signature. For a copy of the general rules, please send a self-addressed, stamped envelope to" RULES", P.O. Box 310, McHenry, IL 60051-0310. Dingo® is the registered trademark of Manco Products, Inc

GP SPORTS



Without a doubt the most disappointing news in the sports world is the cancellation of *Madden* and *NHL* for the 32-bit systems. For the full story, check out the news section. Even with that dreadful news, the game must go on and, thanks to some surprising newcomers in the sports-game world, there isn't a shortage of great 32-bit sports games. Sony Interactive has already captured hockey and football to near perfection, Konami has given us great arcade-style sports games like *In The Zone* and *Goal Storm*, EA has given us another great *FIFA* and this month VR Sports shows that they're for real. It's definitely a great time for sports-gamers, if they have a PlayStation, that is.

Mike

VR Sports Emerges

Interplay's new sports division starts off with winners

Electronic Arts completely dominated the 16-bit sports market and created a brand label (EA Sports) with unprecedented credibility. With the evolution of the 32-bit systems, several companies stood up and took notice of what EA had done. Konami, Sony Interactive, Data East, Crystal Dynamics, and Interplay were all lining up to take away what EA had. We've already seen the incredible success that Sony Interactive has achieved with *NFL Gameday* and *NHL Face Off*. Konami has also proven that they are a legitimate contender with titles like *NBA In The Zone* and *Goal Storm*. EA isn't about to stop making quality sports games. Titles like *FIFA 96* (PlayStation, Saturn) show that EA can make great 32-bit games as well. Interplay's sports division, VR Sports, is starting to show the fruits of its labor.

VR Sports has signed Leigh Steinberg, THE agent to the athletes, to assure that its line of sports games has all the players. VR Sports is making an effort to create a Virtual World, where the player can take their favorite athlete(s) through a season of realistic action. The use of motion-capturing and 3D stadiums is nothing new, but VR Sports is attempting to do it even better than the competition. The first two games to showcase the VR line are *VR Soccer* and *VR Golf*, and while they don't necessarily re-define the genre, each game is well put-together and a good indication that VR Sports can do the job.



All the players are here, complete with photos, stats, and the numbers on the back of their jerseys.



Once the ball's hit, *Bottom Of The Ninth* zooms out to reveal a real '16-bit' look.

Bottom Of The Ninth

Konami For PlayStation

Konami has been another one of the sports newcomers to impress with *Goal Storm* and *In The Zone*. Now they're attempting to bring polygons to the ballpark. I had a chance to look at a 50% version and graphically it's quite impressive. However, since the gameplay hasn't been tuned yet, it would be hard to accurately judge the validity of *Bottom Of The Ninth*. Either way, I'm looking forward to a more complete version, and as soon as I get it, you'll hear about it.

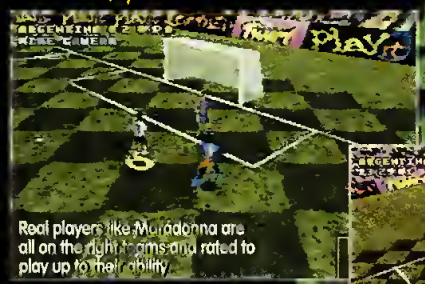


The polygon graphics bring some amazing realism, like Randy Johnson gunning one down the pipe.

VR Soccer

Interplay For PlayStation

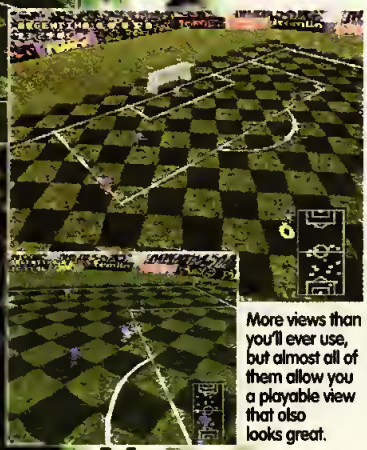
While there is definitely no shortage for good soccer games on the PlayStation, *VR Soccer* has enough good qualities to warrant a close look. Like EA's *FIFA*, *VR Soccer* features real soccer players from around the world and a real announcer calling a very smooth play-by-play. The graphics in *VR Soccer* are what's really impressive — the massive stadium and smooth players make it one of the best-looking soccer games around. As for play, the preview version I tested had plenty of that. Initially, it looks like *VR Soccer* has more of a focus on simulation than *Goal Storm*, but more of a focus on arcade action than *FIFA*. However, *FIFA* seems to still be the super sim of choice, although we won't make that decision until we see a final version of this very promising title.



Real players like Maradonna are all on the right teams and rated to play up to their ability.



The action is nothing but fast and smooth, whether it's a header or a kick to the corner of the net.

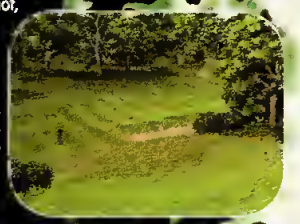


More views than you'll ever use, but almost all of them allow you a playable view that also looks great.





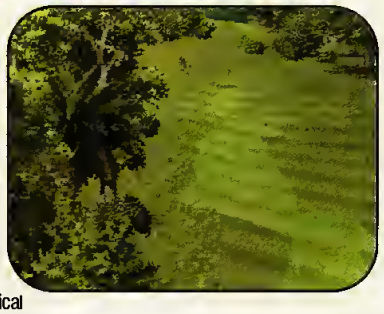
The orch points the way and lets you try to get perfect position on each shot, something that is very important in scoring.



The course is beautiful ond moving the camera oround mokes you feel like you're octually on the course.

VR Golf

Interplay For PlayStation



No more reading every bump in the green, the orrow points towards the cup. Hit it right and it's in — not a perfect scenario, but it's better than the usual five putt greens of golf games.

There's no denying the dead-end that golf games have run into. Press a button, press it again and watch the results. However, it's the fine tuning of that process that makes the difference between an average golf game and a great one. The one thing *VR Golf* does do is make a concerted effort to tweak a golf game into something quicker and more enjoyable to all, rather than just golf fanatics. The ability to put the camera anywhere on the course is interesting and useful at times, but in the end it's just a technological advance. The advance *VR Golf* makes in gameplay is in the ease and quickness of play. However, it's exactly those qualities that could turn off big golf fans, unless it's done right. And so far *VR Golf* looks to have incorporated the ease of play into a fine game. Instead of struggling for four hours to shoot below 100, you can spend 45 minutes and try to break into the 70's. *VR Golf* gives the player the abilities of a great golfer, and the challenge is to then shave off the one or two strokes that makes the difference between a tour player and my Uncle Steve (scratch golfer, no tournament victories). Overall, this could be a great golf game — next month I'll give you the full report.



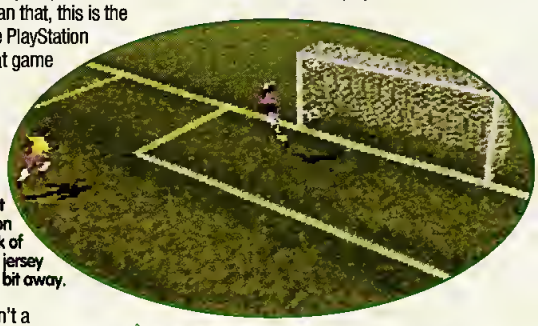
Work the ball up the pitch, avoiding slide tackles and dribbling through the defense, then the pass ond the score.

GAME PLAYERS ULTIMATE

FIFA '96

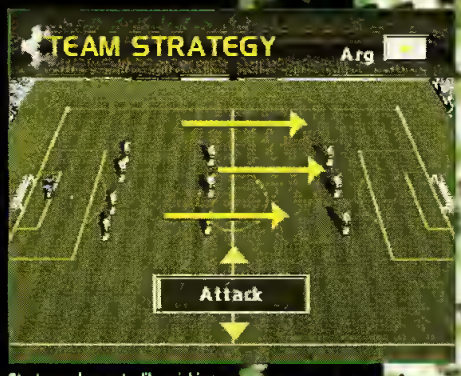
System: Saturn • Publisher: EA
Developer: Extended Play • now available • $55

The PlayStation version of *FIFA '96* already scored a 93% for its depth, gameplay, and beauty. The Saturn version only has a few subtle differences. The only major difference is the lack of numbers on players uniforms, other than that, this is the same game as the PlayStation version and a great game it is. The way you move the ball up the pitch is entirely realistic and each play has the kind of intensity present in cup matches. Every player in every league in the world is accurately represented, and there just isn't a thing missing. The announcing is smooth, accurate, and actually adds to the game, while the camera angles are varied and useful.



The players look just like the PlayStation version, but the lack of numbers on the jersey does take o little bit away.

There's no doubt that *FIFA '96* is currently the best football game on the Saturn, any kind of football, that is. A game for soccer fans and fans of great games alike, *FIFA '96* is an excellent continuation of a superb series.



Strategy elements, like picking formations ond strategies, ore what make *FIFA* so complete.



8	GRAPHICS
10	MUSIC & SOUND
7	INNOVATION
9	GAMEPLAY
10	REPLAY VALUE

92%
ULTIMATE

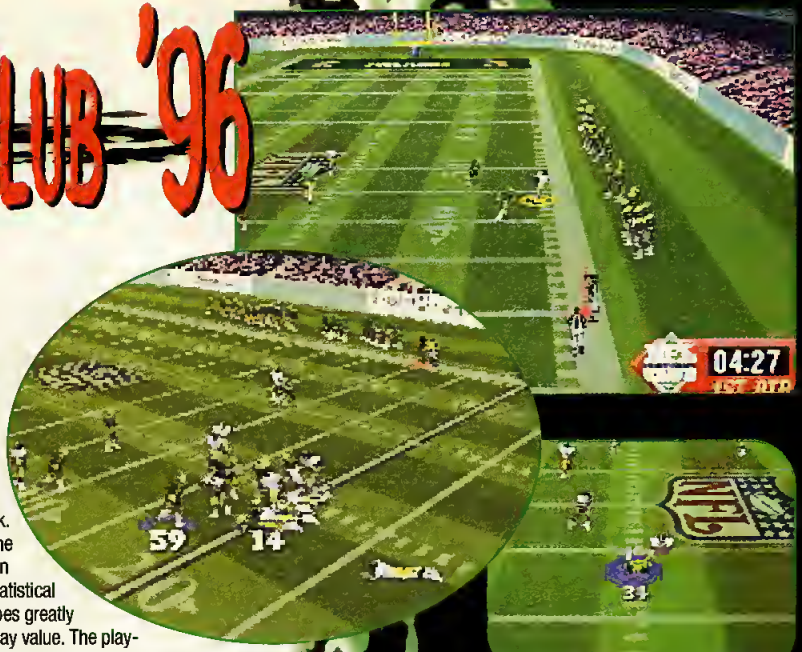
QUARTERBACK CLUB '96

System: Saturn • Publisher: Acclaim
Developer: Iguana • now available • $55

Unbelievably, *Quarterback Club* is the very first football game for the Saturn. That's right, ten months after release and well after the football season is over, the Saturn finally has a football game. The problem is that *Quarterback Club* just wasn't worth the wait.

All the trimmings are here, the complete players' license, good playbooks, season play, stat-tracking, different camera angles, and a sharp intro. The problem lies in the heart of the game — there's just never a point in *Quarterback Club* that the player feels in control of the action. You almost feel removed from the game, like touching the controller isn't doing much to change the outcome of the action. The look of the graphics isn't on par with other 32-bit efforts like *Gameday*. Instead, it looks more like something you'd see on the Super NES. Still, that would be forgivable if the gameplay was there. The way the players kind of glide around the field and the lack of solidity in the hits makes the whole game seem kind of empty.

Easily the best features in *Quarterback Club '96* are the incredibly detailed stats and an equally detailed playbook. Each player on the team is tracked in every possible statistical category. This does greatly enhance the replay value. The playbook is huge and varied, but there never seems to be too much difference in what plays you call. *QBC* also failed the first test I give any football game. I picked one play and ran it for every play of the game against the computer and I won easily. Either I'm just incredibly skilled at that one play or the AI of the computer just isn't solid enough to make for good games. I really wanted to like *QBC*, but the lack of smooth play, any sort of AI, and a feel for the game make *QBC* another disappointing Saturn sports game. For next year, Acclaim needs to fine tune the movements, AI, and graphics and they could really have a good football game.



You can view the action from nearly every seat in the house, but there's not one seat that makes *QBC* look as good as *Gameday*.



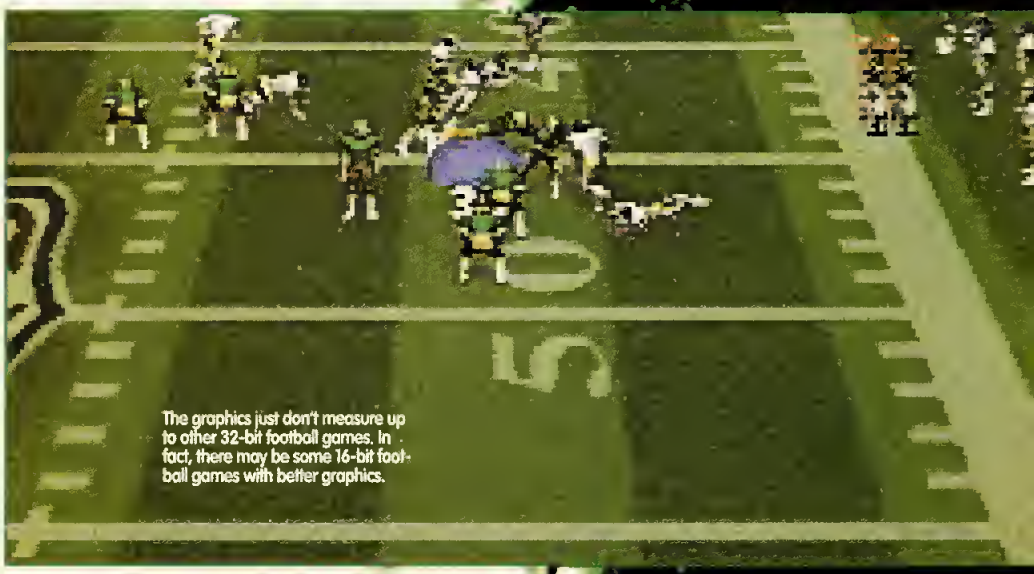
The detail in the statistics is something every football game should have, and the best feature in *QBC*.



This running play looks like it might be an actual football play, but when you're playing the game you just never feel quite there.

6	GRAPHICS
6	MUSIC & SOUND
4	INNOVATION
5	GAMEPLAY
7	REPLAY VALUE

58%
AVERAGE

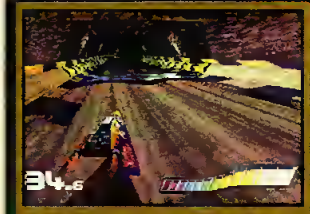


The graphics just don't measure up to other 32-bit football games. In fact, there may be some 16-bit football games with better graphics.

NOW PLAYING

Just look at all these games! Man, there must be a couple hundred games in here. Wouldn't it be real cool if we gave you all these games for free? Well, you can forget about that ever happening! We're crazy, but we're not that crazy!

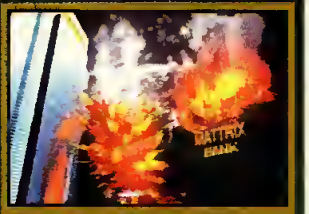
WipEout
SONY INTERACTIVE FOR PLAYSTATION
Review, 8#11



From sizzling start to frantic finish, *WipEout* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

OVERALL 96%

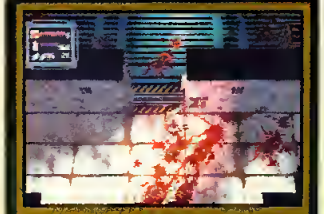
Bladeforce
STUDIO 300 FOR 300
Review, 8#12



Strap on your heli-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

OVERALL 95%

•Loaded
INTERPLAY FOR PLAYSTATION
Review, 9#1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL! YES! This game rocks! Get it!!!

OVERALL 91%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players*; 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

[illegible]
Virgin for PlayStation: review, 9#1
There may be people out there who will enjoy this, but we can't understand why. The plane is anything but agile, the weapons systems aren't accurate, and the whole game moves way too slow. What's really missing here is the fun!
OVERALL 50%

Alone in the Dark 2
Interplay for 3DO: review, 9#1
Here's a sequel where the developers fixed about half of the problems the original had. The game looks great and the camera angles really set the mood, but the game still controls like crap. It's not a bad game, it's just really hard to work through.
OVERALL 81%

[illegible]
Panasonic Software for 3DO: review, 8#11
This version of the bouncing brawler corrects all of the previous versions' problems. With a bigger selection of moves, a faster processor and an expanded color palette, this is the version to own. Still doesn't compare to *Tekken* or *VF*, though.
OVERALL 82%

Battlemorph
Atari for Jaguar CD: review, 9#1
This title is a must-have for all Jaguar owners! While it's a bit tough to handle at first, after just a few minutes you'll be flying like an old pro. The ability to fly anywhere (even underwater!) really gives this game an edge! You need this one!
OVERALL 85%

[illegible]
Studio 3DO for 3DO: review, 9#2
With 50 different arenas and 27 different types of weapons, this game is gonna rock your socks off! Take on a friend in one of the most imaginative games ever. Let's face it — this game is very cool!!!
OVERALL 96%

Big Sky Trooper
JVC for Super NES: review, 8#12
While some adult gamers may find this a bit too childish for their taste, the gameplay, the sheer size of the game, and the big, complicated mazes make for hours of fun. It's kinda like *Star Control* performed by the Muppets!
OVERALL 76%

[illegible]
Sega for Saturn: review, 8#12
This is one of those games that have all the right elements for greatness, but somehow those elements never quite get melded together in the right way. It's got good controls and great music and sound effects, but the rest never quite clicks.
OVERALL 71%

Breath of Fire 2
Capcom for Super NES: review, 9#1
While the original *Breath of Fire* was a decent game, this sequel just isn't that great. The game is pretty slow and has a bad habit of letting you know what to do next, while not giving you a clue about how to do it. This game can make you groan.
OVERALL 66%

• Captain Quazar
Studio 3DO for 3DO: review, 9#2
This game is just like your life: no matter how the scenery changes you keep doing the same old things. The control system is awkward and aiming your weapons is next to impossible. You wouldn't have to look far to find a better action game.
OVERALL 54%

What You Think

You gave NHL '96 a 96% overall! It deserves 110%! If you guys don't re-rate this game, I'll be forced to rip off all my skin and roll in a barrel of salt! (Bill — Can we help?)
— Arlin Schaffel, Saskatoon, Canada

Criticom
Vic Tokai for PlayStation: review, 9#1
Not only did this game win an award for best opening FMV sequence but its beautiful graphics and cutting-edge sound effects are sure to captivate you. While the game controls score high in innovation, their functionality leaves something to be desired.
OVERALL 81%

• Cutthroat Island
Acclaim for Super NES: review, 9#2
Here's an 8-bit game masquerading as a 16-bit game. The graphics stink, there's no gameplay to speak of and the designers even included a dreaded mine cart level. THE HORROR! The only good thing about this game is that you're not required to play it!
OVERALL 31%

• Cyberspeed
Mindscape for PlayStation: review, 9#2
Try to think of this game as the poor man's *WipEout*. While the game does have several fascinating angles to it, these same angles are the games downfall. While *WipEout* lets the player get right into the game, this game's learning curve is very steep and frustrating.
OVERALL 79%

[illegible]
Sega for Saturn: review, 8#11
Race your hovercraft on a variety of different worlds against a whole bunch of heavily-armed bad guys. While there is a slight problem with late draw-in, the gameplay makes for a bunch of fun! This is pretty much a must-have for Saturn owners!
OVERALL 82%

D
Panasonic for 3DO: review, 8#11
Any game that starts out with a doctor going crazy and shooting everybody in the hospital is alright by us! This totally scary game has beautiful graphics, creepy music and a twisted storyline. The only problem is that the game ends too fast!
OVERALL 80%

[illegible]
Panasonic for 3DO: review, 8#11
Alright! Get lost in space with Tia Carrera and a whole bunch of nasty, carnivorous things! While most FMV games are a real drag this one is pretty cool, with excellent graphics and some exceptional sound effects. Did we mention Tia Carrera?
OVERALL 73%

• Defcon 5
Data East for PlayStation: review, 9#1
If you like doing a lot of exploring and puzzle-solving, then this is the game for you! Try to debug the space station's computer in time to prevent the alien invasion. Basically, this is a shooter with brains and a plot. Great music and sound, too!
OVERALL 82%

Discworld
Sony Interactive for PlayStation: review, 8#11
Here's a must-have for all graphic adventure fans. Spawned from the comic genius of Terry Pratchett, with dialogue by Eric Idle, this game is chock-full of slapstick, low-brow humor, clever puzzles and beautiful artwork. Yee haw!
OVERALL 80%

ESPN Extreme
Sony Interactive for PlayStation: review, 8#11
The best way to describe this game is *Road Rash* on rollerblades. Choose your ride: rollerblades, skateboard, or even a street luge, and race across the country. Unfortunately, the game is a bit slow and lacking in strategy.
OVERALL 73%

Final Fight 3
Capcom for Super NES: review, 8#12
Here's more of the same from the folks who brought you *FF1 & 2*. While they've added a couple of new characters and a new play feature, it's still the same old 'Walk from left to right and hit everybody' type of thing.
OVERALL 68%

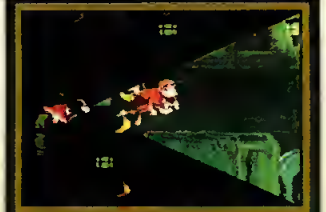
Flying Nightmares
Domark for 3DO: review, 9#1
If you're really a flight sim fan, then you should maybe think twice before buying this game. the game control isn't all that hot, with many maneuvers requiring multiple button mashings on a split second basis. This game is neither dull, nor exciting.
OVERALL 75%

Foreman For Real
Acclaim for Genesis: review, 8#12
This looks like every other boxing game out there, with one difference — it plays worse than most of 'em. Somehow the developers have managed to knock all the fun right out of this one kinda like big George does to his opponents.
OVERALL 51%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DKC2: Diddy's Conquest

NINTENDO FOR SUPER NES
Review, 8#12



Diddy's back — and he's got a girlfriend! This game is even better than the original *DKC!* This title is more fun than a barrel of monkeys! Yow!!!

Overall 94%

World Series Baseball

SEGA FOR SATURN
Sports, 8#12



This is the best baseball game ever made! The US version of Japan's *Greatest Nine* rocks the house with great graphics, killer gameplay and amazing announcers!

Overall 97%

Earthworm Jim 2

PLAYMATES FOR GENESIS
Review, 8#12



That lankiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

Overall 92%

Sega Rally

SEGA FOR SATURN
Review, 9#1



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

Overall 92%

Gargoyles

Disney Interactive for Genesis; review, 9#1

From out of nowhere, Disney has created one of the best Genesis games of 1995! The graphics are amazing and the special effects make this game a joy to play! While it's very similar to *Demon Crest*, *Gargoyles* is a much better experience.

Overall 85%

[illegible]

Sega for Saturn; review, 9#1

You could consider this game as the next step in *Doom*-style shooters. The most exciting aspect of this game is that the mission objectives vary drastically from level to level. If you love first-person combat, this is the game for you.

Overall 81%

• Hi Octane

EA for PlayStation; review, 9#2

The best part of this game is the way the tracks seem to swell and recede in certain points. The racers themselves look real geometric and lifeless. If the designers had taken a bit more time, this game good have been exceptional, instead of just good.

Overall 66%

[illegible]

Atlus for Saturn; review, 9#1

This title came out of nowhere to be a fantastic game! The mountain tracks are some of the best ever seen in any racing game and there isn't any draw-in at all! This could have been an ultimate game it you could race against more than one car.

Overall 84%

• In The Hunt

T*HQ for PlayStation; review, 9#2

If you like really big, beautiful explosions that really rock the screen, then this is the game for you! If, on the other hand, you like 32-bit games that aren't left-to-right, side-scrolling shooters, then this isn't the game for you. Take yer choice!

Overall 51%

• Johnny Bazookatone

US Gold for Saturn; review, 9#2

Yee-haw! Slap that 30 round clip into your guitar (your guitar?) and get ready for some real Rock 'n' Roll action! While this game may frustrate beginning gamers, it's a real hoot for the side-scrolling master! Lock and load! Let's rock!

Overall 73%

• Jupiter Strike

Acclaim for PlayStation; review, 9#2

While this game has one of the most beautiful intro sequences ever, the rest of the game is simply lacking. The music and sound effects are the worst ever heard, and your fighter is totally bereft of any kind of control. This should be called Jupiter Strikes Out.

Overall 48%

[illegible] Time

Studio 3DO for 3DO; review, 9#1

This game is kinda like a cross between *Doom* and *7th Guest*. While there is a lot of shooting going on, underneath it all there is a hell of a puzzle to solve, along with some humor to keep it all moving along. Definitely worth a look!

Overall 83%

Kolibri

Sega for 32X; review, 9#1

If you've ever wanted to be a hummingbird with an arsenal of deadly weapons stashed in your beak, then you gotta check this out! Otherwise, once the really stupid premise wears off, all you've got here is a 2-D shooter.

Overall 63%

Last Gladiators

Time Warner for Saturn; review, 9#1

Here's the game to get if you want to play pinball at home. This title features four different pinball games, each of which has different goals. Aside from the annoying score display that is always hovering over the screen, this is a good one.

Overall 74%

What You Think

What are you doing giving MK3 a 77%? It should get a 99%, because Bill always complains about people who say 100%! (Bill — Now I'm gonna start complaining about you 99% guys!)

— David Ouellette, Kirkland, Canada

Light Crusader

Sega for Genesis; review, 8#11

Here's a game that can't figure out whether it wants to be an action game or an RPG. Normally, this schizophrenic behavior can turn a game into total crap, but it actually works here. The graphics are really the big draw here. Please excuse the pun.

Overall 76%

Mansion of Hidden Souls

Sega for Saturn; review, 8#12

This game has improved with its jump to the Saturn from the Sega CD. While it is disappointing that you have to stay on a track on your way through the mansion, the game is challenging and somewhat twisted. This is worth a look-see.

Overall 78%

Mark Davis: The Fishing Master

Natsume for Super NES; review, 9#1

Back when fishing consisted of grabbing a sixpack and sitting drunk in a boat for a few hours, we never suspected that someone would come along and invent a game that would take all the fun out of the sport. Well, someone has.

Overall 49%

The Mask

T*HQ for Super NES; review, 8#11

In a world full of really lousy movie license games, *The Mask* is actually a pleasant surprise. With excellent graphics, sound and gameplay, this game just maybe your ticket to fun this summer. That is, unless you really hate Jim Carrey!

Overall 82%

Mechwarrior 3050

Activision for Super NES; review, 8#12

This is like *Desert Strike*, except that here you've got a 75-ton battle suit instead of a helicopter. The levels are frustratingly hard, so the password option is greatly appreciated. The controls aren't exactly smooth, either.

Overall 55%

Mega Man X3

Capcom for Super NES; review, 9#1

Once again, Mega Man is back with more of his familiar side-scrolling action. This time, Doctor Wiley is dead and an evil robot is running the show. You do have the option to play as Mega Man's buddy, Zero. If you like *MM*, get this game.

Overall 81%

Mortal Kombat 3

Sony CE for PlayStation; review, 8#11

While this looks just like the arcade version, it's anybody's guess how long 2-D fighters are gonna stay on the scene, with all of the next gen brawlers out there. But *MK3* is still a good-looking game and a challenge for gamers of all levels.

Overall 77%

[illegible]

Sega for Saturn; review, 9#1

Here's the first, true RPG for the Saturn, and Brother, it's a good one! Known as *Riglord Saga* in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-D characters and landscapes are awesome!

Overall 81%

Off World Interceptor

Crystal Dynamics for Saturn; review, 8#11

If you crave lots of teeth-chattering, off-road racing action, then this is just the thing for you. The conversion to the Saturn really sharpened up the graphics and the port-over didn't lose any of the original game's speed. Get some, Bubba!

Overall 71%

Panzer General

SSI for 3DO; review, 8#11

If your idea of a good time is planning the ultimate subjugation of all of Europe through the use of armed force then, Siegfried, this is your ticket to Valhalla! Crush the Allies! First Europe, then the world!

Overall 93%

Pitfall: The Mayan Adventure

Atari for Jaguar; review, 8#12

While this isn't a bad game by any means, it is getting kinda old. There's some smooth animation and bungee jumping is always fun but this game has been out for over a year. You can still play the original game, though!

Overall 71%

• [illegible] Ride

Time Warner for PlayStation; review, 9#2

Here it is, folks! The arcade classic has been faithfully reproduced for the home. Unfortunately, the arcade classic was only a 2D fighter with a simplistic combo system. So, it you need fighting dinosaurs, get this game. Otherwise, it may be a bit extinct.

Overall 74%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

VIRTUA FIGHTER 2

SEGA FOR SATURN
Review, 9#1



There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

OVERALL 99%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

• First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
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• Contact the company to check on availability. They may be offering *MK II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
• If possible, pay by credit card. For one reason, credit cards aren't charged until the merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.
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• PTO 2

Koei for Super NES; review, 9#2

This has to be the single most complex game ever devised by man. You can fight the entire Second World War in the Pacific Theater of Operations all over again! If you love war, you'll love this!

OVERALL 90%

TOY STORY

Disney Interactive for Genesis; review, 9#1

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and very cool gameplay! This looks and plays better than *Clockwork Knight!*

OVERALL 87%

VIRTUA FIGHTER REMIX

Sega for Saturn; review, 8#11

Sega hauls its own butt out of the fire with this fantastic remake of its originally blocky-looking brawler. The action is fast and smooth, while the characters don't look like they were made out of pencils anymore.

OVERALL 94%

• REVOLUTION X

Acclaim for Genesis; review, 9#2

Everything about this game sucks, from the lousy graphics, to the horrible music (Aerosmith? Yuch!), to the astounding lack of gameplay! Let me repeat that, just in case you're deaf from going to too many rock concerts — this sucks!!!

OVERALL 29%

[illegible]

Sony Interactive for PlayStation; review, 9#1

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and cool gameplay! This is better than *Clockwork Knight!*

OVERALL 90%

[illegible] RACING

Time Warner Interactive for Saturn; review, 8#12

While this game isn't as dazzling graphically as other racing games for the Saturn, there's some new tracks, which are really lengthy, and the go-cart option is always a favorite. This game is a must have for racing fans everywhere!

OVERALL 80%

SECRET OF EVERMORE

Square Soft for Super NES; review, 8#11

Our resident RPG guru, the inestimable Jeff Lundrigan, really like this game's graphics, music and sound effects. The game is really big, and the gameplay is an incredible ride. The one problem is that the lead character doesn't seem to give a damn about anything.

OVERALL 88%

WHAT YOU THINK

You really got it wrong! Batman should have gotten a 30%. You better change it — that game bites. So does the movie! (Bill — So does that mean you wrote in to Screen Digest as well?)

— Rey Obregon, USAF

WARHAWK

Sony Interactive for PlayStation; review, 9#1

Fly the deadly skies in a vehicle best described as a Sherman tank with wings! Yaaa-hooo! This is one game that really shows off the power of the PlayStation! The only drawback is there's only six levels.

OVERALL 92%

SEPARATION ANXIETY

Acclaim for Genesis; review, 8#12

What we have here is the sequel to *Maximum Carnage* and, while it's a good game, it's still pretty much the same thing as the original — lots of running left-to-right and hitting a whole bunch of cloned bad guys. This game is real repetitive.

OVERALL 60%

[illegible] CATS

Playmates for Super NES; review, 8#12

This game borrows heavily from lots of other TV cartoon-based games. There's not much new here and the music and sound effects are particularly bad. All you'll get out of this is ten really sore fingers and a bunch of regret.

OVERALL 50%

SIM CITY 2000

Maxis for Saturn; review, 8#12

Create your own city and provide municipal services for a bunch of little people who will desert you faster than rats leaving a sinking ship if you don't keep 'em happy! The interface screens will take some patience, but it's still a great game.

OVERALL 72%

VECTORMAN

Sega for Genesis; review, 9#1

While this game may not be the 'most revolutionary' game of all time, it is a truly great action game. The lighting effects are simply amazing and the sound effects are stellar. Great, but not 'revolutionary'.

OVERALL 90%

• WING ARMS

Sega for Saturn; review, 9#2

Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is too short, this title is a heck of a lot of fun. Oh, one more thing — how come there's no two-player mode? Oh well, it's still fun!

OVERALL 73%

• [illegible]

Crystal Dynamics for Saturn; review, 9#2

While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging. In fact, he kept going back for more! So give this title a try! You won't be disappointed at all!

OVERALL 73%

• [illegible]

EA for PlayStation; review, 9#2

This is kinda like *Zaxxon* on steroids. While the graphics are exceptionally beautiful, the gameplay is enough to drive you nuts! Unless you have a high tolerance for frustration, you might be well advised to leave this game alone.

OVERALL 64%

• [illegible]

Time Warner for PlayStation; review, 9#2

What we've got here is an excellent fighting game — that, unfortunately, is in a genre that has some outstanding titles in it as well. The animation and control interface are very good, but the graphics themselves are kinda blocky. Eh, it's your dime.

OVERALL 80%

SPAWN

Acclaim for Super NES; review, 8#12

This title is based on one of the hottest comic book properties around, but the gameplay isn't exactly new. This is one of those titles that are generally collected by fans of the comic. The controls are easy, but the game is somewhat lacking.

OVERALL 55%

VIRTUA COP

Sega for Saturn; review, 9#1

Let's see... You're a cop and all you do is run around and blow away all the bad guys. THAT'S GREAT! This game has some very intense shooter action! If's too bad that the Stunner will be bright orange in color.

OVERALL 92%

ZOOP

Viacom New Media for Super NES; review, 8#11

This puzzle game is actually so simple that it ceases to be much fun to play. It's simply a matter of matching the correct colors and shapes together. If you can clap your hands together, the odds are that you can beat this game.

OVERALL 74%

• THUNDER STRIKE 2

Sega for Saturn; review, 9#2

Get in your chopper and blast the crap out of the enemy in this innovative helicopter sim! While enemy vessels and parts of the terrain do kinda just 'pop in' to the screen, the action is fun, fast and furious! Kill 'em all!

OVERALL 86%

[illegible]

Sega for 32X; review, 8#11

This version of the red-hot fighter pretty much saves 32X owners from those embarrassing silences that inevitably follow the statement 'I own a 32X'. This version actually has more fun than the original game. Enjoy!

OVERALL 86%

[illegible]

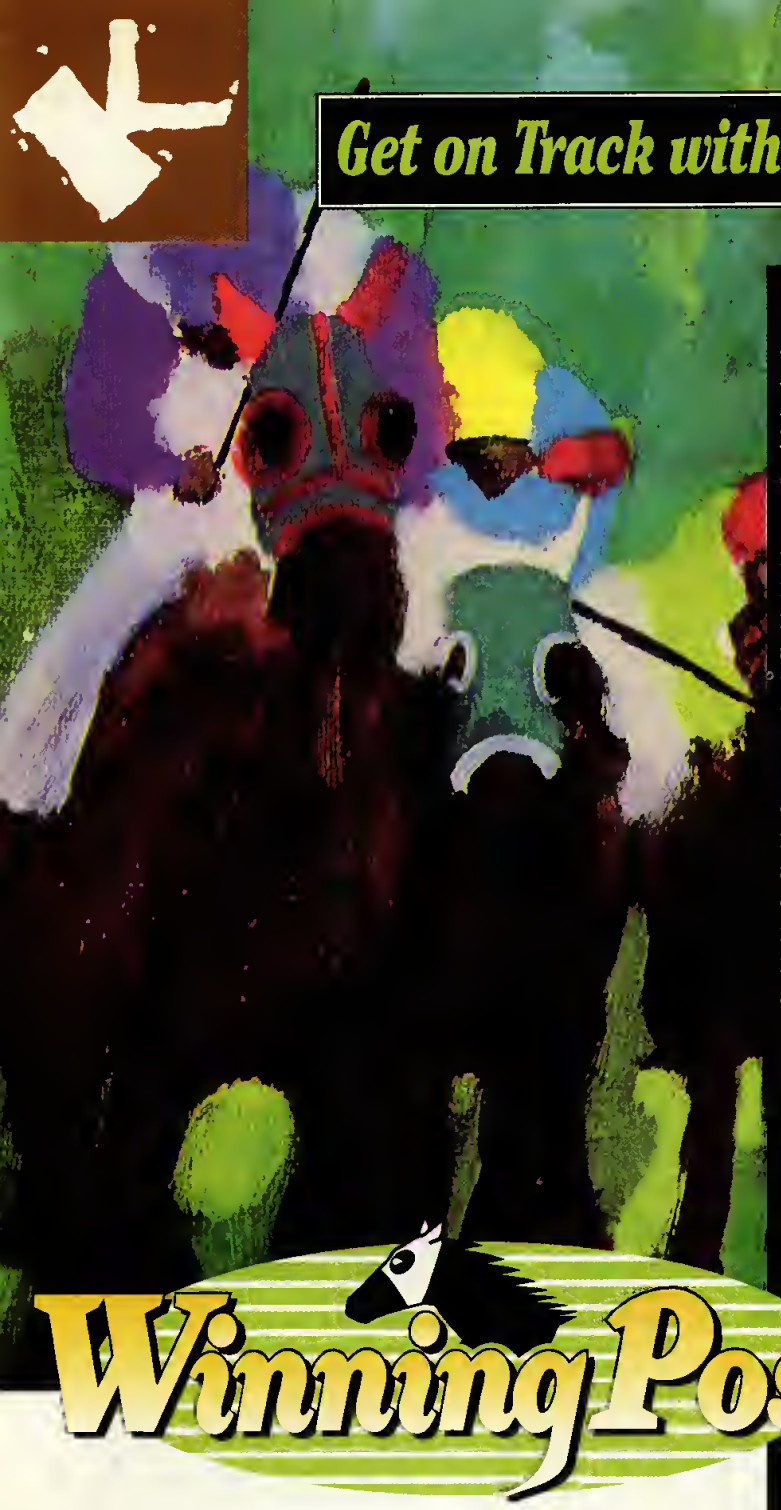
Sony Interactive for PlayStation; review, 8#11

Take a whole bunch of suicidal little rodents, make 'em 3-D and watch 'em kill themselves anyway. That's about the size of this game. While this game qualifies as a good trick, some things are better left unchanged. The lemming's-eye view is good for laughs.

OVERALL 72%

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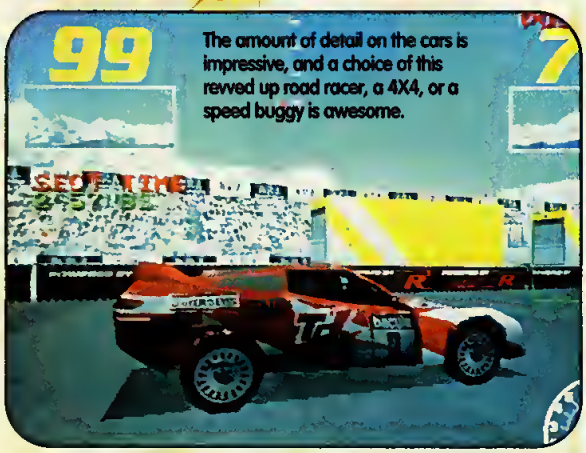
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Arcades

Some people think of them as money-munching baby-sitters. Other people think think of them as a monumental waste of time. Some people even think that they're an insidious alien plot. But we know them as — The Arcades!

Dirt Dash

Namco For Arcades



The amount of detail on the cars is impressive, and a choice of this revved up road racer, a 4X4, or a speed buggy is awesome.

For *Virtua Fighter*, there was *Tekken*, for *Virtua Cop*, there was *Time Crisis*, for *Daytona*, there was *Ridge Racer*, and now, for *Sega Rally*, there is *Dirt Dash*. The amazing copycatting and one-up battle between Sega and Namco continues as Namco tries to do one better than Sega's off-road racer *Sega Rally*.

Dirt Dash is an off-road racer that offers a choice of three cars, five courses, and three difficulty levels. You can choose from a revved-up sports car, a 4X4 super truck, or an off road dirt buggy. Each vehicle reacts differently — the handling on corners and climbs is drastically different for each car. Each car also reacts differently to the damage it obtains. For example, if a door is severely damaged, it'll swing open for the entire race, causing much trouble. Each section of the course has different terrain, from a dense jungle to the icy slopes of the mountains. Each course also contains obstacles related to the terrain. There are streetcars in the city, snowmen in the mountains, and fallen trees in the jungle. The high-banked corners and hidden short-cuts are other additions that *Sega Rally* didn't include. Just like all arcade racers, you have to reach check-points in time to continue on with the race.

The road conditions also vary from course to course, and the reactive feedback steering makes that all the more interesting. While whizzing down the mountain course, a patch of ice sends your 4X4 spinning, and you're required to use the proper counter steering to get out of the spin. The two views available are the usual 'in the car' or 'behind the car' views.

Judging from the screen shots, *Dirt Dash* takes full advantage of the System 22 board, with fog in the valley and detailed backgrounds. This could very well unseat *Sega Rally* as the off-road champion. Namco has taken a great idea from Sega and added more courses, different terrain, and full-collision effects. Next month we'll let you know if *Dirt Dash* can nudge *Sega Rally* off the mountainside.



No this isn't a screen of *Sega Rally*, but if somebody says 'medium right baby' there oughta be a lawsuit.



The sweet reflection on the [illegible] is typical of the crisp graphics in *Dirt Dash*.



Each course has different obstacles — here the falling boulders make driving a little tricky. Also check out the damaged door on the right that is flying open, great detail.

The Line

The Namco vs. Sega war continues as Namco releases *Dirt Dash*, an obvious clone of *Sega Rally*. Next month we'll get a chance to see how the two compare, but this month you get a chance to see some screens from the next Namco racer. • *War Gods* promises to be the game that lets the rest of the world realize the superiority of 3D fighters. The 3D fighting game from Williams is going to feature polygon fighters and the patented *MK* blood and gore. Now all those *MK* and *KI* fanatics can enter the third dimension. • Speaking of *KI*, we have screens of *KI2* which looks a lot like the first *KI*, hopefully the gameplay will have dramatic improvements. • The big two we're waiting for are *VF3* and *Super Street Fighter 3*, no more word on these yet, but rumor has it they'll both be true 3D and revolutionize the fighting genre, yet again.

Killer Instinct 2

Williams For Arcades

The rendered madness is back for another go at the arcades. The first *Killer Instinct* was one of the most-played arcade games ever, and the Super Nintendo version sold like wildfire. So there was never a question that *KI2* was coming, it was just a matter of when it would come and what would be different.

So far, there's a total of ten slickly-rendered characters, with Jago, Glacius, T.J., Sabrewulf, Orchid, Spinal and Fulgore returning from the first. The three new characters are Maya — a big blonde using hunting knives for battle, Tusk — a long-haired Conan-type character wearing only a pelt over his privates, and Kim Wu — a female Ninja using nun-chucks for destruction. Since this was a test version of *KI2*, there could be more characters coming. We'll let you know as soon as we have confirmed their existence.



New Character Kim Wu looks very high-maintenance with slickly rendered bod.

There's at least 15 backgrounds, all done with the same care as the original. Some levels, like Jago's, actually affect gameplay. Jago plays on a drooping bridge, which affects the height of attacks. The combo system has remained from the original, but there is also a more complex combo system that can be used by stringing moves together. Other new features are a super meter (like *X-Men*), fake moves, dashes for some characters, ultras, run-past moves (which is great for getting out of a corner), and much more.

The fighting is smooth and the look is almost identical to the original *KI*. We haven't had a chance to play this one enough, but fans of the original *KI* are not going to be disappointed. Check in next month for even more on this hot game. We'd like to extend a big 'thank you' to Scott Gorram, who managed to get early screen shots of *KI2* and put them all over the web. As always, we want to give credit where credit is due. Scott, U da man!



Looks a lot like the first *KI*, but many people didn't mind that so much.



Some serious skin from the new characters is sure to get some libidos kicked into high gear.







Even though the quality of the pictures isn't that good, you can tell the game is just as crisp as the first.

Time Crisis

Namco For Arcades

Whether you're playing *Time Crisis* on the 50" deluxe cabinet or the smaller 27" cabinet, the game is impressive. The polygon graphics are smooth, solid, and amazing. The System 22 board delivers in a big way, with a game that is so pretty that it's fun just to watch it.

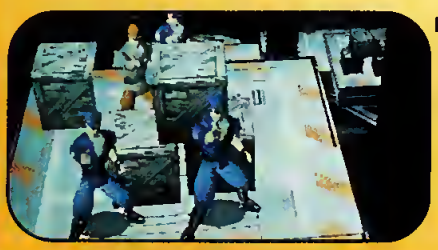
The innovative pedal, which allows players to duck or crouch behind various objects, sets this game apart from any shooter. When the you run out of bullets, you release the pedal to reload. You're now crouching behind a crate and your gun is reloaded. You see a barrage of bullets fly overhead, then you press on the pedal, stand up and pick off as many enemies as you can. Once you're out of bullets, it's back behind the crate. This feature makes *Time Crisis* so much like a real gunfight that you'll wear bullet-proof vests to the arcade.

In the story mode, each stage consists of four areas, which have four to seven groups of enemies in various positions. While you'll want to take your time avoiding gunfire (since one bullet kills you), you also have to finish the area in a certain amount of time. Once you've killed all the enemies, you have to save the femme fatale and escape. In the time attack mode you have to defeat all the enemies in the time allowed.

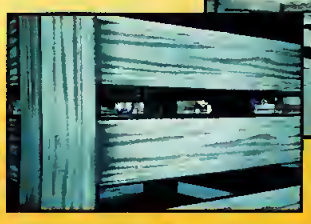
We'll let you know how the game holds up to the test of time, but if you haven't tried this shooter out yet, then get your butt down to the arcade.



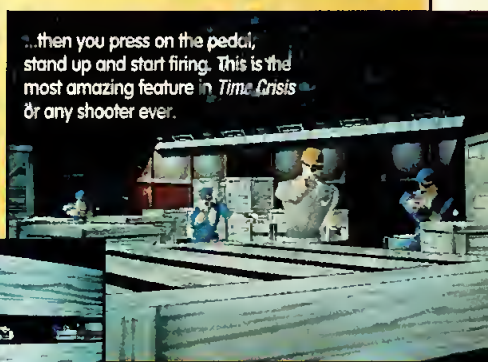
Check out the amazing graphics! The enemies are solid and the backgrounds are rich.



Five enemies on the screen at one time is no easy task considering that one bullet means your demise.



You go down behind a crate to reload, you can see through the cracks where the enemies are, wait for the firing to stop...



...then you press on the pedal, stand up and start firing. This is the most amazing feature in *Time Crisis* or any shooter ever.







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D What would you do if your father suddenly went bonkers and shot a bunch of people? Check out page 82 to find out! You never know...



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X-Men

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THE SINS OF THE FATHER

This was the last thing Laura expected. Her father, one of the most well-respected physicians in the country, had gone berserk at LA Memorial Hospital, killing patients and taking hostages. He'd barricaded himself in the Emergency Room, and the police were powerless to do anything, fearing more deaths.

Contacted at San Francisco University, Laura rushed to LA, hoping against hope that she could somehow reach her father and convince him to give himself up peacefully.

She couldn't have imagined that an even greater evil was hovering over them all...

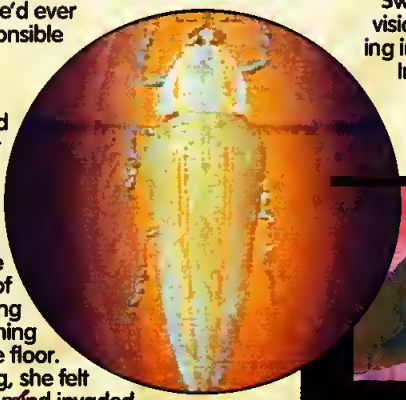


Laura entered the hospital, sickened by the carnage she found there. How could her father, one of the gentlest men she'd ever known, be responsible for all this?

Moving deeper into the blood-spattered hallways, an even more disturbing sight greeted her. Hanging in the air, an inexplicable ripple in the fabric of reality appeared. Repelled and yet fascinated, she couldn't keep herself from moving nearer. Then suddenly...

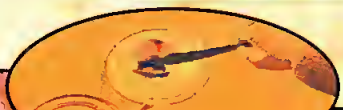


Swirling colors enveloped her. When her vision cleared, Laura found herself standing in an ornate, Gothic-style dining room. In spite of the circumstances, the place was somehow oddly familiar.



Laura turned and headed for the front door behind her. Suddenly, out of the corner of her eye, she caught sight of strange glowing scarab inching across the floor. Without warning, she felt her mind invaded.



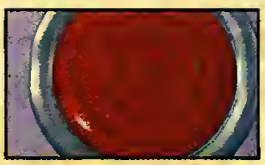




Visions overcame her, bathed in blood. The figure of an older woman, someone she thought she must know. A simple domestic scene. Dinner. Shattered by an overwhelming sensation of fear — and hunger.



As suddenly as it came, the vision was over. Returning to her senses, Laura turned away from the door. There would be no escape here until the mystery was solved.



Walking around the left side of the table, she came to a small bowl of water. Trying to touch it, she was horrified to see it change to a deep crimson. Was blood everywhere?

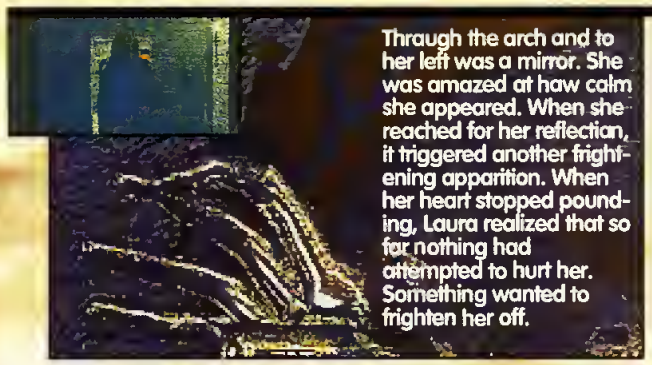


Continuing on, a voice called to her. 'Laura,' it whispered. A bizarre specter appeared above her, claiming to be her father. It spoke a dire warning, then vanished. Frightened and confused, she pushed her feelings aside and continued on.



To her right was a door, firmly locked. With no obvious way to open it, she turned around and made her way through the archway on the far side of the room.





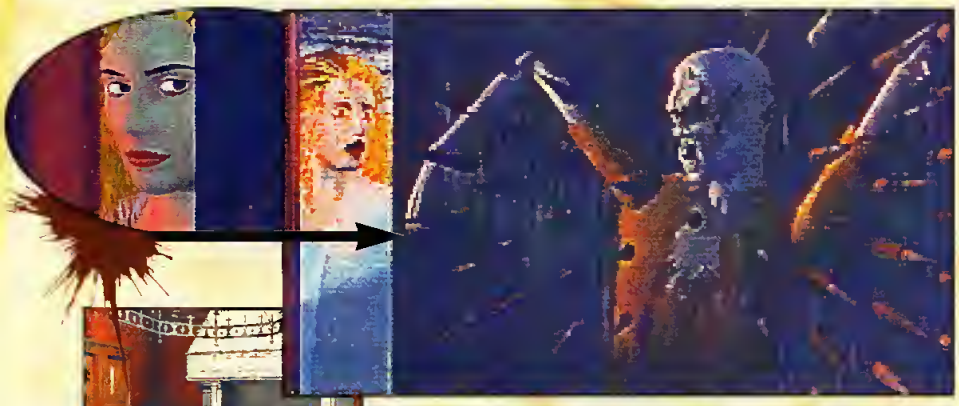
Thraugh the arch and to her left was a mirror. She was amazed at haw calm she appeared. When she reached for her reflectian, it triggered another frightening apparition. When her heart stopped pounding, Laura realized that so far nothing had attempted to hurt her. Something wanted to frighten her off.



Behind her was a large stone room wha's anly abject was a large cask. Anather arch beckaned an the far side and she headed far it.



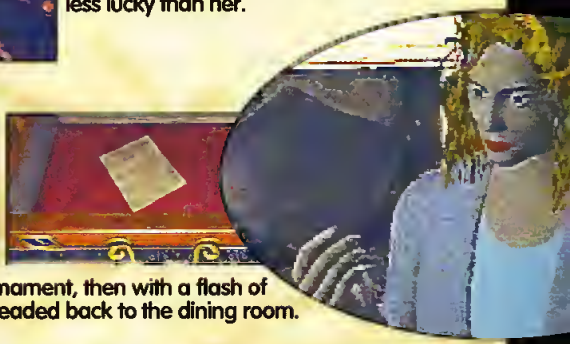
Bad mave. An unnaticed wall of lethal spikes exploded across the room, stopping a bare inch from her unprotected body. Another step claser wauld have meant an agonizing death. So much for nathing hurting her.



Exiting the way she came, Laura turned right and headed up the stoirs. At the landing were two doors, and she tried the left ane first. It apened, but she wished it hadn't. Mare spikes inside, along with the dried out carpse of someone less lucky than her.



Steeling herself she apened the secand door, but faund anly a nicely furnished sitting room. In the ashes of the fireplace she found a key — excellent.



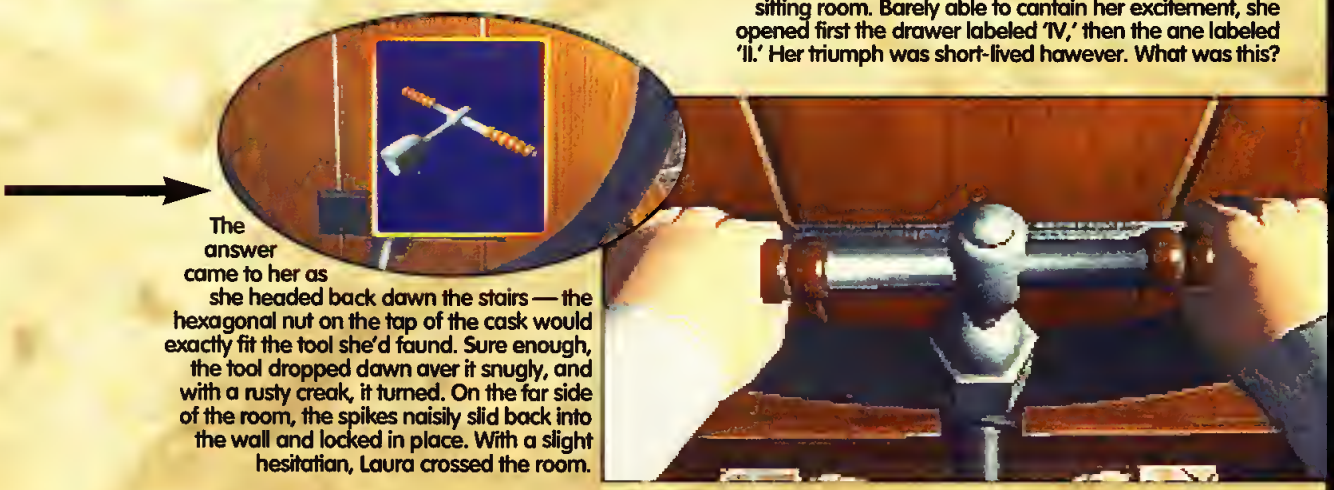
The only other abject in the room was a blank sheet af paper in the top drawer of the bureau. She thaught for a mament, then with a flash of insight, headed back to the dining room.



Careful not to touch the surface — a re-appearance of blood was the last thing she needed — Laura floated the sheet into the bowl on the dining room table. Perfect. The water revealed the invisible ink an the poper, a strange cambinatian of Roman numerals IV and II.



She headed back upstairs to the bureau in the sitting room. Barely able to cantain her excitement, she opened first the drawer labeled 'IV,' then the ane labeled 'II.' Her triumph was short-lived hawever. What was this?



The answer came to her as she headed back dawn the stairs — the hexagonal nut on the tap of the cask would exactly fit the tool she'd faund. Sure enough, the tool dropped dawn aver it snugly, and with a rusty creak, it turned. On the far side of the room, the spikes naisily slid back into the wall and locked in place. With a slight hesitatian, Laura crossed the room.



The wall made na sign of movement, but the stoirs left her at a dead end. A large door inscribed with '78' was waiting at the bottom. The door held a strange slot, but her key wouldn't fit. Only ane place left to try.





Back in the dining room, her key did work in the locked side door. Inside, another corpse, again, strangely desiccated. Putting aside her loathing, she noticed that one arm was embedded in the wall. Curiaus, she entered the door to her left.





Through the door was a sparsely furnished bedroom. The only other object was an odd box in roughly the place where the corpse's arm should come through the wall. Examining the box, Laura gave the lever a twist. Numbers. She found that whatever number she stopped the left-hand counter on, the right hand one would back up that number of steps. What numbers had she seen? Of course — 78. She stopped the first counter an '7,' then stopped the secand an '1.' When the second dial had finished counting, that left '78.'





The box apened, and there was the hidden hand of the corpse. Around its finger was a ring, and fighting bock a shudder, Laura reached in and removed it. Back to the numbered door — the ring must be the key.



The ring fit perfectly in the door's slot. Laura was amazed to see the whole face of the door glow, then lift upwards. As she headed dawn the steps she remembered her father's words. If this place was a product of her father's mind, he may have been setting many obstacles for her, but he was also leaving clues and solutions. In spite of the warning, some part of him must want her to continue.





A moment later, an enormous boulder crashed dawn the stairs after her. She turned and ran, managing to stay only a scant few steps ahead of the onrushing granite, her only thought a whispered hope that she not trip and fall...



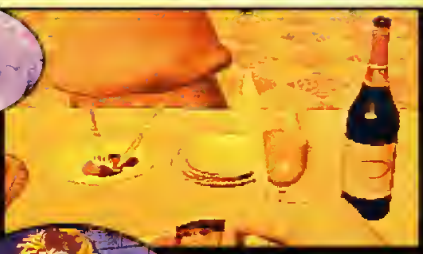
As she rushed into the room at the bottom of the stairs, the boulder came to rest with a deafening crash behind her, blocking the door. No way to ga but in.



Laura found herself in an enormous, ornate bedroom. As she turned to examine the desk to her right, she caught a glimpse of another scarab.



The vision took her, more frightening, more intense this time, and again edged with that terrible hunger...





This was too much. Was her father causing these visions? She didn't think so. Still, the desk was locked. Nothing to do but move on.

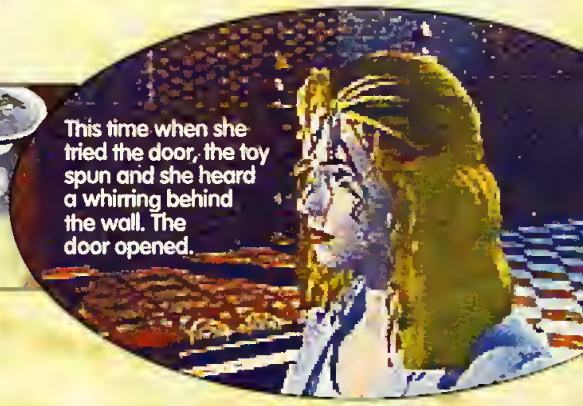




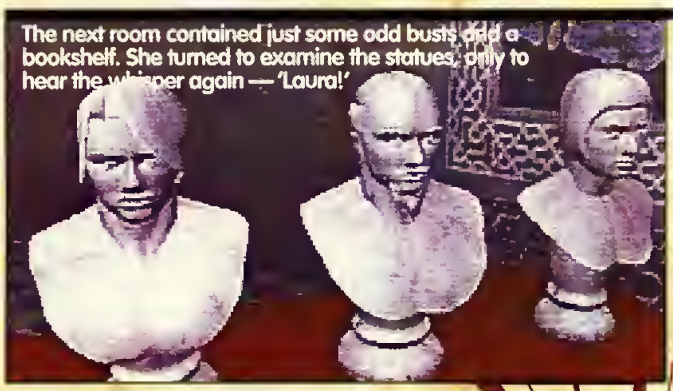
At the mantle was a strange portrait of a sad little girl. Laura touched the textured canvas, only to have it twist and change. The child smiled, then Laura caught a glimpse of four dancing animals before the picture returned to normal.

The door was locked, but to her left, she found a curious child's toy. Four small columns adorned with — the pictures of four animals. She turned the mechanism until the pattern matched the one she'd seen on the canvas.

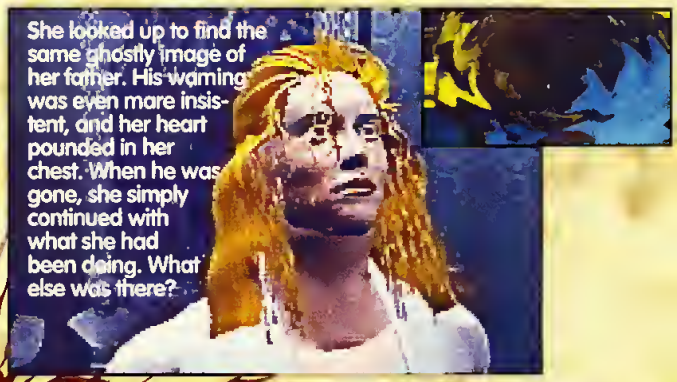




This time when she tried the door, the toy spun and she heard a whirring behind the wall. The door opened.



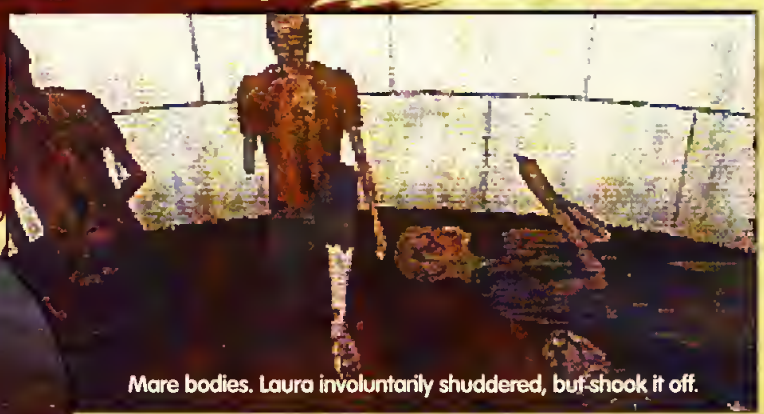
The next room contained just some odd busts and a bookshelf. She turned to examine the statues, only to hear the whisper again — 'Laura!'



She looked up to find the same ghostly image of her father. His warning was even more insistent, and her heart pounded in her chest. When he was gone, she simply continued with what she had been doing. What else was there?

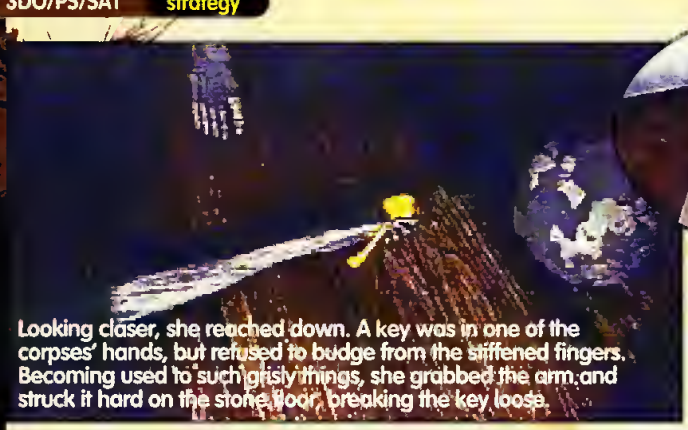


The statues yielded nothing of [illegible] the bookshelf was unremarkable except [illegible] single missing volume. She headed for the door.



Mare bodies. Laura involuntarily shuddered, but shook it off.



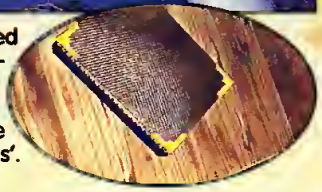


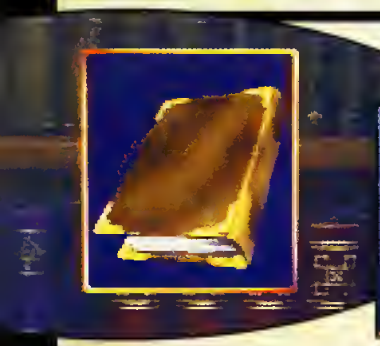
Looking closer, she reached down. A key was in one of the corpses' hands, but refused to budge from the stiffened fingers. Becoming used to such grisly things, she grabbed the arm and struck it hard on the stone floor, breaking the key loose.



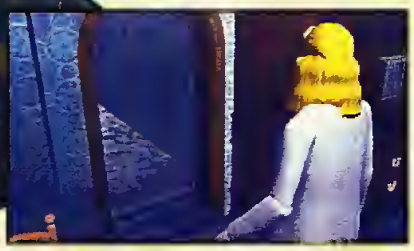


As she figured, the key opened the desk drawer in the bedroom. A single leather bound book was inside. 'Really, father', she thought, 'you're becoming too obvious'.

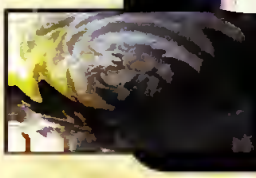




She fitted the book into the missing space in the bookcase, and the whole shelf slid aside to reveal a narrow set of stairs. As she made her way up, once again her father appeared.







This time his message was even more alarming. He was losing control? What would happen if he did? Would the castle become even more lethal? Too committed now to turn back, she made her way through the gate, only to have it slam shut behind her.



The room only had one thing inside — an iron wheel set on a pedestal. Not knowing what else to do, she gave the wheel a turn. Whoo, the whole room seemed to move around her. When she turned to face the door, it had been replaced by a brick wall.





After several more turns, the layout became clear. The tower rotated one place each time she turned the wheel, and there were twelve places it stopped. If the way the tower faced when she began was at 12:00, then there were doors at 3, 5, 6, and 10:00. She settled the tower at 3:00, and tried the door.





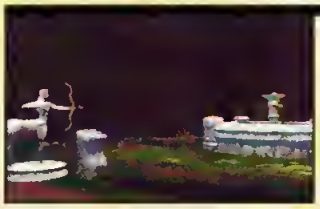
This led her down a set of stairs to a room with a sunken floor. A chest lay at the bottom, but when she reached for it, more spikes thrust dangerously out of the floor. Clearly, there was no way to get to the chest, at least not yet.



Back in the tower, she turned the wheel twice until the room faced 5:00, then tried that door. The stairs led up and — outside? The wind whispered in the trees, along with the howls of far-off beasts.



Around the outside of the tower now, she came to a door. Once again, there was na keyhole, anly a huge slot, much bigger than the small ring had been. It wauld toke something sizeable to apen this door.



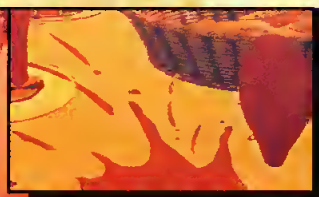
Farther araund, she came to a fountain, flanked by twa statues, one of Sagittarius, the other of Aquarius, each with a mysterious panel set in the base.



Laura stepped up to the fountain to peer in the water, and caught sight of — another scarab.

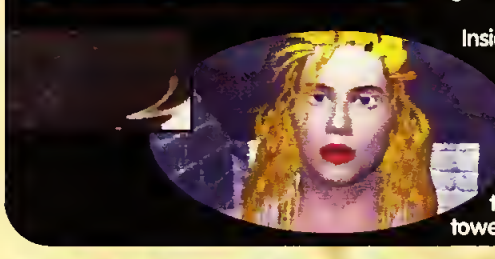






The vision swirled around her, dark and violent. The mother murdered. The knife driving deep. The action becoming frenzied — Laura's hunger plunging the blade in again and again...

Dear Lord... The visions. They were, MEMORIES? Not hers, Laura prayed. Not mine... She calmed herself. Nothing left to do here. Go back down to the tower.



Inside the tower, her father appeared again. This time he was pleading, and not making any sense. In any case, Laura couldn't think about it. She was getting close. She turned the wheel once to set the tower at 6:00.

The door revealed a stained glass window. It was annayingly solid, and she cauldn't make aut anything thraugh it. Back to the tower.



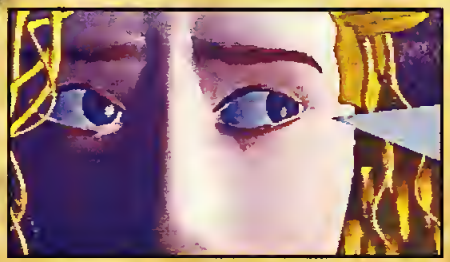




Four turns of the wheel set the tower to 10:00, and more stairs leading down. At the bottom was a hallway lined with suits of armor. At the far end was a stone pit perhaps fifteen feet dawn. As she squinted at the dimly lit bottom, Laura heard a noise...



The knight came aut of nawhere, swinging at her with a Great Sward that could easily have felled a lian. Laura dodged left, feeling the blade miss her by a hair's breadth. He silently taunted her, then swung again.

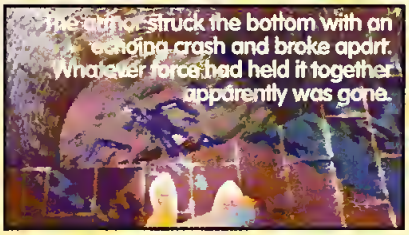




Laura [illegible]d to the right this time, b[illegible] her footing on the da[illegible]ge of the pit. With a [illegible]emi effort, she monag[illegible]o grab the edge as she fel[illegible] took everything she had to [illegible]ll herself back up.



The knight was waiting, of course. He slammed her against the stone wall and brought the sword down agoin. Laura barely monaged to fall to the left, and the knight's blade embedded itself deep in the granite o bare inch from her head. While the armored specter was momentarily off balance, Laura shoved him, hord, back into the pit.



The armor struck the bottom with an echoing crash and broke apart. Whatever force had held it together apparently was gone.



When she could breathe agoin, Laura went to the wall and pulled the blade free. With o strange sense of calm, she realized it would be large enough.



She went back to the tower and turned the wheel seven times to bring it back to 5:00, then went back outside. At the locked outer door, she pushed the lang blade of the sward into the slat.



The door opened upword so quickly it snapped off the blade of the sword. The hilt went flying, nearly decapitating her. 'Coreful', she thought to herself. Overconfidence can kill yau, too.



At the top of the tower was an odd observatory. A lever next to the telescape cauld opparently be set to look at vorious constellations. Woit! The statues! She set the lever to the parallel wavy lines that symbolized the sign of Aquorius.



The telescope showed the correct pattern of stars, but they were oll o strange light blue. Resetting the lever to the arrow of Sagittarius, she looked ogoin. That was Sagittarius, but this time, the stars were all green.







Back at the statues, the colors mode more sense. She pushed the light blue button an the Aquarius statue, ond the green button in front of Sagittarius. The fountain suddenly begon draining. That hod to do it.



Back in the tower, she begon the monotonous process of tuming the wheel ten times to rotate the tower back to 3:00. At the bottom of the stairs, the chest now floated on the water, and it was easy to grab the flintlock pistol inside. Strangely, it held two shots.



Impatient now, Laura returned to the tower room and used the wheel what she hoped would be the last three times to set the tower at 6:00. The stained glass window couldn't stand up to the bullet she pumped into it, and it was a satisfying release to see it shatter.



Outside the window, an iron ladder was set into the side of the castle. Her elation drained during the long climb.



The thought of her visions come back to her. If these were her memories, she wasn't so sure that she wanted the answers she was seeking, but she would continue, for her father's sake. At the top of the ladder was a set of shutters, leading to a long, bare corridor.



Halfway down the hall, her father appeared once again, looking livid, but clearer. Finally, now, perhaps because she was so close, he told her the truth — the truth about himself, and the terrible curse it put her under.





Laura couldn't believe what she'd heard. Tears blinded her as she stumbled the rest of the way to the corridor's dead end. She put her hands to the wall, hunting without seeing for some mechanism that would let her keep going... and there, was a final scarab...



The last vision was too much to take. The memory was there, whole and undeniably hers. The awful hunger that sickened her but drove her on, blind to anything but the desire to FEED...



When it was over, there was nothing left of her but an empty shell that kept going without knowing why. She turned and made her way back. The spot where her father lost appeared had been close to him. That was the way.



Halfway back to where she came in, a spot on the right hand wall caused the masonry to slide back, revealing the last obstacle her father could place before her.

This was complex. Pushing the button made the gears rotate. The left lever would set how the left gear moved, and the right lever set how the right gear moved. When the red spot on the left gear matched up with the open circle on the right one, the passage would open.

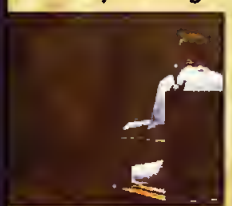


Laura understood complex way the two interacted, but the easiest solution was to set the levers so they were one notch apart, then push the button until the left gear was lined up. Then both levers could be set all the way forward, and she continued pushing the button until the right gear settled into place.

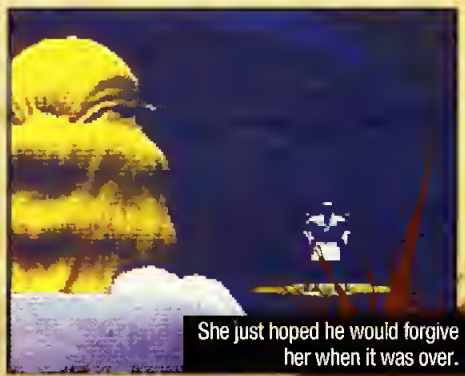


This revealed a ghostly set of stairs, which seemed too insubstantial to hold her weight. But, of course, they did. She kept moving. At the top of the stairs was a portrait of the woman Laura now knew was her mother. She tried to touch it, only to be overwhelmed by the presence of her father.





Then they were together. At last. Totally drained, Laura knew what had to be done. Her father had at first seemed so sad, so weary, as if he only wanted to be released. Now he was overcome by the curse and dangerous, to her, and to the world. She had the means, still with her, and she would use it...



She just hoped he would forgive her when it was over.

TACKLING

Offense

The key to running a good offense in *Gameday* is to have a balance of running and passing and, most importantly, to avoid turnovers. The key is to be happy with five- to ten-yard gains to avoid 3rd and longs, which often result in desperation plays and turnovers. If you can pick up three to five yards on 1st and 2nd down plays, then 3rd and 2 won't be a problem. However, if you get impatient and start throwing the bomb, a good opponent will make you pay.

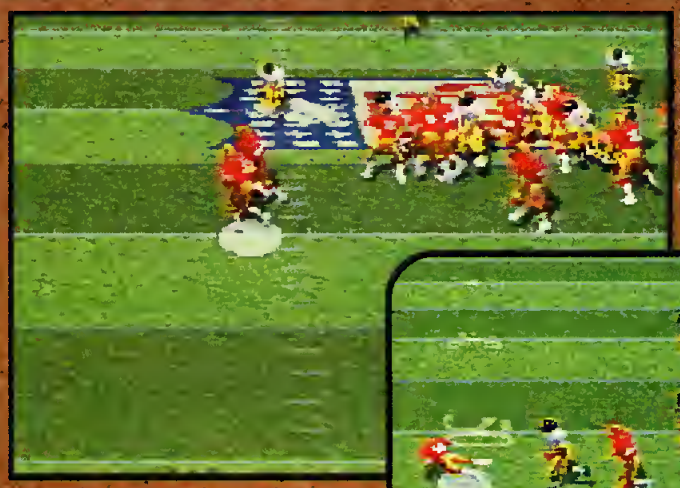
It's important to have at least a couple good running and passing plays out of each formation you use. This way, your opponent won't be able to predict your plays. It also helps to flip your plays to confuse the defense. These strategies are designed for beating the computer on All-pro mode or taking on a tough human opponent. On easier modes these still work, but so do a lot of Hail Marys and other desperation plays.

Defense

The key to good defense in *Gameday* is to stop the passing game and create turnovers. Since most players (and the computer) aren't patient enough to use running plays all the way down the field, you have to stop the pass. If the run does become a problem, just use some basic 4-3 defenses. Select the MLB and spy on the halfback, however, I doubt that will be necessary.

The Running Game

The instinct in all video football games is to run outside the ends, but in *Gameday* that usually only results in pick-ups of two to five yards. Instead, it's best to run between the tackles, then take it outside for the bigger gains. It's also important to use all of your moves. Speed Bursts are best for getting to the corners, Jukes are best against human opponents up the middle, the Spin is the best move to try breaking head-on tackles, the Jump is best for getting through a crowded line, the Stiff Arm is best for breaking tackles from the side or behind, and the Dive is best for getting that extra yard or two.



The best way to pick-up three yards is to use an outside pitch play (I Form-Sweep, Pro Set-Toss, or any other).



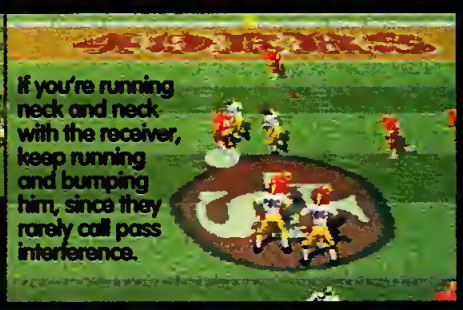
Then use a speed burst on an angle for the corner and dive for the gain

Stopping The Pass

Trying to put a pass rush on in *Gameday* is almost totally useless since most good quarterbacks (and the computer) release the ball too quickly to get sacked. Therefore, blitzing is almost totally ineffective. It's best to keep all your defenders in coverage and make it tough to run. A good wide zone like 4-3-Sky or Cloud and Nickel- Normal or man coverage with safety help like Nickel-Man Across or Bump are the best defenses to consistently use.



It's best to control a linebacker at the start to stop the run and be in good position to make a play on a quick pass. Once the ball is thrown, either move the linebacker to the spot or change players for the closest defender.

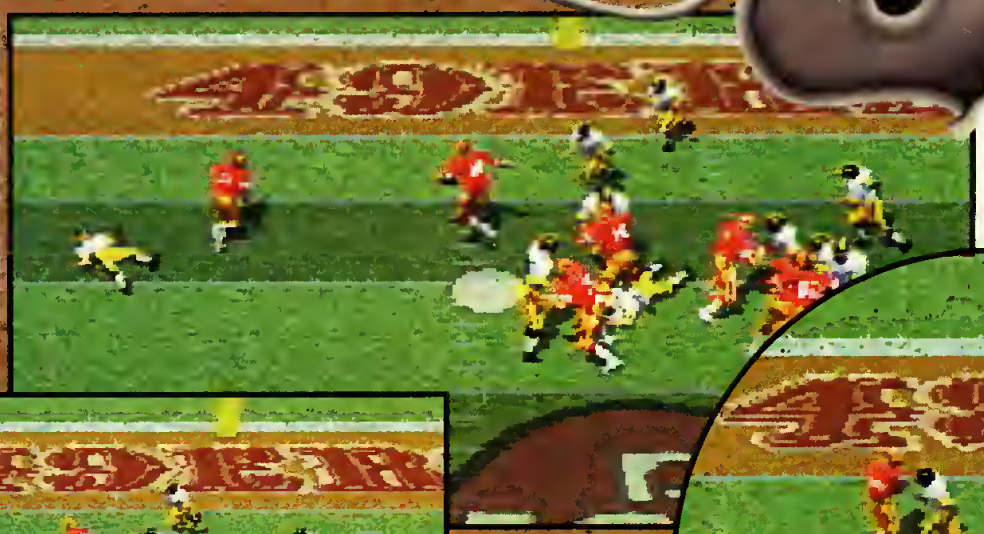


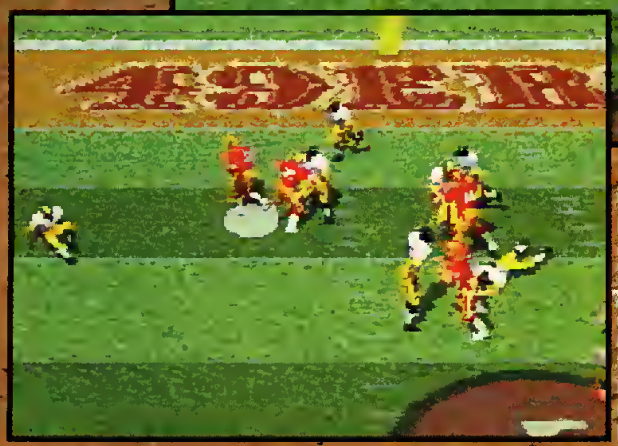
If you're running neck and neck with the receiver, keep running and bumping him, since they rarely call pass interference.

NFL GAMEDAY



However, for bigger gains try off-tackle plays like Single Back Power Slam or I Formation Counter Weak. Now pick a hole and use the Jump button to get through the line.





Find a hole in the middle of the defense and run for it! When the first tackler approaches, try a Spin move to keep going. Every once in a while you'll break the tackle.



Head to the outside for more yards and use the stiff arm when tacklers dive at you from behind.



Put your man on the passing spot and as the ball arrives, jump up to tip or pick off the pass. If timed correctly and in the right position, it almost always works.

If your defender isn't in as good a position, then the next option is to speed burst as close to the receiver as possible and as soon as the ball hits the receiver, dive into his face.



If timed right, this often results in jarring the ball loose (and up in the air for a possible pick), and if it doesn't, you at least get the tackle.

The Passing Game

The key to the passing game is timing and reading the defense. Each play requires different timing and reads. If the defense is playing a deep zone, you'll want to fire a quick pass underneath, but if they're locked up in man-to-man, you'll want to let the receivers' routes develop and look for the open man. The best way to break down a defense is to pick a side of the field to work on, then concentrate on the two or three receivers on that side. That way there won't be so many reads to make. You should also have a primary receiver on every play that you intend to go to. If he's covered, then a back in the flat is a great safety valve. Be very careful not to hold the ball too long or nobody will be open. Most receivers get open in two to four seconds in *Gameday*.

Out Pattern



Throw just as he makes his cut.



Out patterns like Three Wide-Clear Out are great against man-to-man or thin zones. Let the receiver get to his downfield spot.

Quick-Hitter



Quick hitters like Single Back-Speed Outs and Single Back-Cross, are tough to defend. Read which side of the field has less defenders, then use that as your target.



Snap the ball, then immediately fire to the receiver. If he's not tackled immediately, head up field for more yards, using the same moves as the running backs. Pressing the triangle button as the ball arrives helps you make catches.



When timed correctly, you'll catch the ball with a lead on the defenders, and head up field for more yards.

Deep Pass

For deeper passes, Shotgun-Go Route and I Formation-PA Post are good choices. Time it in front of the zone for about 15 yards.



But if they're playing man, you can time it over the top for even more yards. Always be very careful throwing into tight coverage, since it often results in a pick.



Dump-Off Pass



Another safe pass is a dump-off or screen to a back. Quickly hit the back with the pass.

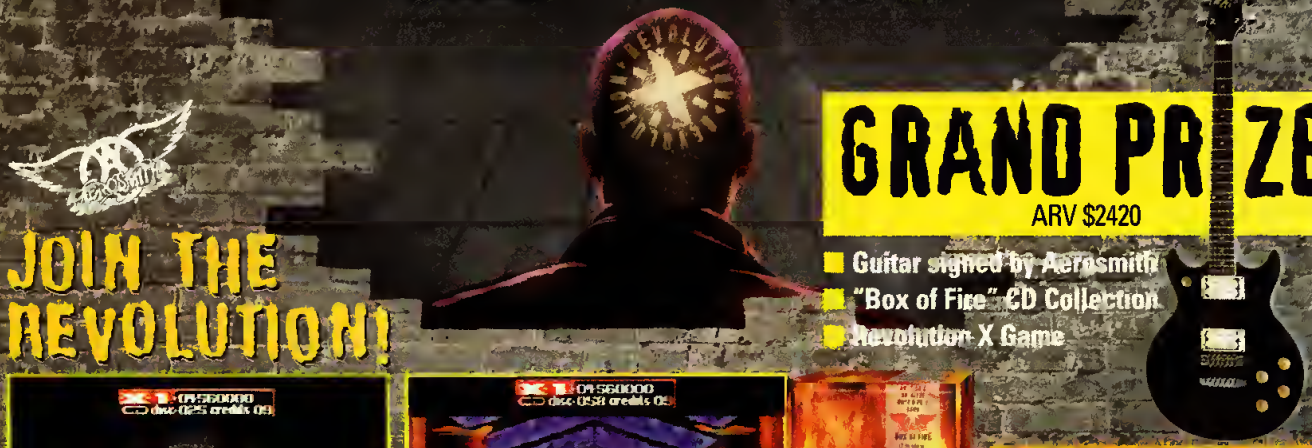


Then try to head up field (usually gets about five yards). This play can go for more yards if



REVOLUTION X SWEEPSTAKES!

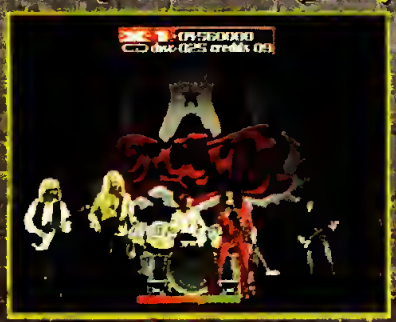




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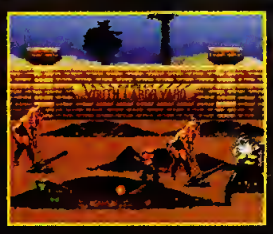
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X-MEN Children



ICEMAN

Ice Beam ↓↘→ +Punch
Ice Avalanche Punch + Kick
Ice Fist ↓↘→ +ABC
X Arctic Attack ↓↘→ +ABC

SPIRAL

Dancing Swords ←↙↓↘→ +ABC
Sword Wheel Toss ↓↘→ +Punch
Six-Hand Grapple ↓↑ +Punch
Drop to Ground (in air) . ↓↙← +C
Sword Explosion ↓↘→ +Kick (X-explode, Y-spinner, Z-seekers)
Switch Dance ↓↙← +A
Teleport Dance ↓↙← +B
(A-front, B-above, C-behind, X-Far in front, Y-far above, Z-far behind)
Power Up Dances ... ↓↙← +Kick (X-strength, Y-speed, Z-invisible)
X Metamorphosis ↓↘→ +ABC,throw

CYCLOPS

Optic Blast ↓↙← +Punch
Gene Splice →↘↓ +Punch
Rapid Punches Dash AX
Dashing Throw Dash CZ
Double Jump Tap ↑ in mid-air
#Leg Throw ↙↓↘ +Y or Z
X Mega Optic Blast ↓↘→ +ABC
X Controlled Beam ↓↙← +ABC

SUPER JUMPS

Beside the normal jumps, you can pull off a jump of twice the height. Rapidly press up and down on the control pad. Another way to do it is to hold all three kick buttons. The camera stays on the higher character, and a marker shows the position of the low character. In *X-Men*, a super jump cancels any normal move, and the super jump can also be cancelled by any special move, which is helpful during combos.

THROWING

Press forward with a medium or fierce punch or kick to throw. Each character can throw in the air or on the ground. It is also possible to reverse throws by holding down and all three punch buttons. If you do this while being thrown, you will reverse the throw and gain a tech-hit. If you do it after you've already been thrown, the move allows you to land without taking further damage.

KEY:

A,B,C,X,Y,Z - denotes button on controller
Punch, Kick - Denotes any punch or kick
- Uses some X power
X - Uses all X power

COLOSSUS

Giant Swing ↓↘→ +Punch
Power Tackle ↓↘→ +Kick
Body Press ↓ +Punch
Series Combo A,X,C
#Super Armor ... ↓↘→ +ABC
X Super Dive ... ↓↘→ +ABC

Of The Atom

Silver Samurai

Shuriken ↓↘→+Punch
Sword Slices ↓↘→+Punch
Blink ↓↘→+Kick
Tohgi Power-Up ↓↘→+Punch
Shadows ↓↘→+XYZ
X Lightning Sword ↓↘→+ABC
X Triple Shuriken ↓↘→+ABC

Storm

Typhoon ↓↘→+Punch
Lightning Attack Any direction, Punch+Kick
Quick Flight ABC or XYZ in air
Lightning Ball Jump any direction+B
#Flying ↓↙←+ABC
Dust Swirls ↓↙←+XYZ
X Lightening Storm ↓↘→+ABC
X Hail Storm ↓↘→+start

Sentinel

Rocket Punch ↓↘→+Punch
Sentinel Force ↓↘→+Kick
Body Press ↓+Punch (fallen opponent)
Spinning Dive Jump, ↓+C
#Flying ↓↙←+ABC
X Plasma Storm ↓↘→+ABC

Combos

The combo system in *X-Men* works much like other Capcom fighters *(Street Fighter, Darkstalkers)*. The way it works is that a series of moves overlap each other interrupting the animation of the previous ones to make it one smooth, continuous move. There are 3 ways to combo in *X-Men*. The most common method is to interrupt a standard move with a special move. Another way is to string together multiple hits in the air. The third and newest method is done by hitting a sequence of buttons that interrupt each other. Each character has a different combination that works best. The most common of these combo's is strong,forward. Kicks and punches can be interchanged and it usually goes from strongest to weakest, but you must always be moving forward.

Omega Red

Carbonadium Coil ↓↘→+Punch
Aerial Down Coil Jump, ↓↘→+Kick
Flip 'N' Smash Any direction +Punch
Omega Strike ↓↘→+Kick
Mid-air dash →→ or ←← in air
X Omega Destroyer ... ↓↘→+ABC

Wolverine

Tornado Claw ↓↘→+Punch
Drill Claw Any direction, Punch+Kick
#Berserker Speed ↓↙←+ABC
#Healing Factor ↓↙←+XYZ
X Berserker Barrage ... ↓↘→+ABC

Psylocke

Psi-flash ↓↘→+Punch
Psi-Kick ↓↘→+Kick
Taunt Start
Double Jump Tap ↑ in mid-air
Flip Kick ←+B
Tumble Kick ←+Z
#Ninjitsu ↓↙←+Punch or Kick (A-far left, Z-far right)
X Psi-Thrust ↓↘→+ABC (punch and any direction to repeat)

FIGHTING VIPERS

From Sega's amazing AM2 division comes *Fighting Vipers (FV)*, the latest in polygon fighting games for the arcade and soon for the Sega Saturn. Though the game is undoubtedly a close cousin to the astonishing *Virtua Fighter 2*, there are some distinguishing factors that help make this its own game.

To begin with, there are eight totally new characters ready to do battle in the caged — that's right — *caged* arenas (that means no ring-outs), with lots of street-style moves and occasionally even faster action than *VF2*. Another important step forward is the fact that *FV* allows the surrounding walls and fences to be used in the action (i.e.. slamming an opponent into the wall or jumping on an opponent from the top of a fence). A final difference from other polygon fighters is that the characters in *FV* all start the game with armor which can be knocked off with certain powered-up moves. Once the armor is gone, damage is taken at a greater rate. In the end, *Fighting Vipers* definitely has a similar feel to *Virtua Fighter 2*, which is certainly nothing to complain about, but with time and practice it does begin to develop its own particularly good feel!

The following list of moves was obtained from an early version of the game and therefore may not be absolutely 100% perfect. We do guarantee, however, that most, and quite possibly all, are correct.

Note: **Moves in red indicate that the button is held down, not tapped.**

ARMOR BREAKER

The Armor Breaker is meant to be an especially powerful blow, however, it takes a little longer to enact than most.

Armor Breaker .. ⇨⇨ + P

REVERSALS AND DEFENSE

Both Reversals and normal Defensive moves are integral parts of playing Fighting Vipers.

Punch Reversal . ⇦ + P
Kick Reversal ... ⇦ + K
High Guard G
Low Guard ⇩ + G

BODY ATTACK

Body Attacks eat away at an opponent's armor protection. High and Middle attacks focus specifically on upper body armor, while Low attacks focus on the leg armor.

Standing Punch . P
Uppercut ⇦ + P
Crouching Jab .. ⇩ + P or ⇩ + P
Standing Kick .. K
Middle Kick ⇦ + K
Low Kick ⇩ + K or ⇩ + K
Hop Punch ⇧ + P or ⇧ + P or ⇧ + P
Jump Punch ... ⇧ + P or ⇧ + P or ⇧ + P
Hop Kick ⇧ + K or ⇧ + K or ⇧ + K
Jump Kick ⇧ + K or ⇧ + K or ⇧ + K
Drop Kick (while ascending) K
Drop Kick (while descending) K
Character Flash . ⇦⇦⇦⇦ + P + K + G

DASHING, WALL, THROW AND POUNCING ATTACKS

The Dashing, Wall, Throw and Pouncing attacks are all uniquely effective methods of attacking an opponent in Fighting Vipers.

Dashing Punch . ⇨⇨ + P
Shoulder Attack . ⇨⇨ + P + G
Dashing Kick ... ⇨⇨ + K
Sliding Kick ⇩ + K
Wall Throw P + G
Wall Press P + G (near wall)
Auto Wall Press . P, P, P
Jumping Attack . ⇧ + P (while opponent is down)
Soccer Ball Kick ⇩ + K (while opponent is down and close)
Punching Attack ⇩ + P (while opponent is down and close)

Move Key:
P = Punch
K = Kick
G = Guard



BAHN

Kenkaka P
Sway Elbow ⇦⇨ + P
Iron Elbow ⇨ + P
Dashing Elbow ⇨⇨ + P
Elbow Combo ⇨⇨ + P, ⇨ + P
Rising Uppercut ⇨⇩⇦ + P
Rising Uppercut Combo ⇨⇩⇦ + P, ⇨⇩⇦ + P
Yakuza Kick ⇦ + K
High Kick ⇨⇨ + K
Head Attack P + K + G
Bahn Flash ⇨⇦⇨⇦ + P + K + G
Jingi Gekitouha ⇩⇦, P
Super Straight ⇨ + P
Body Check ⇦⇨⇨ + P + K
Elbow, Body Check ⇨⇨ + P, ⇦⇨ + P + K
Guard, Elbow ⇦ + P
Guard, Uppercut ⇦⇩⇩⇨ + P
Guard, Rising Uppercut ⇦⇩⇩⇨ + P, P
Dash, Body Check ⇨⇨ + P + K
Throw Down (throw) ⇦ + P + G
Head Butt (throw) ⇦⇨ + P + K + G
Atomic Drop (throw) P + G (from behind)

RAXEL



Punch Combo P, P
Punch Combo P, P, P
Punch, Kick Combo P, K
Double Uppercut ↓ + P, P
Elbow → + P
Elbow, Punch Combo → + P, P
Light Hand → + P, P, P
Elbow, Side Kick Combo → + P, K
Elbow, Side Kick Combo → + P, K, P
Elbow Death Spin Kick ← P, K, P, K + G
Elbow Low Death Spin → + P, K, P, ↓ + K + G
Double Spin Kick K, K
Rising Spin Kick ↓, K
Side Kick ↓ + K
Side Kick, Knuckle Combo ↓ + K, P
Death Spin Combo ↓ + K, P, → + K + G
Low Death Spin Combo ↓ + K, P, ↓ + K + G
Dash Hammer Kick → + K

Somersault Kick → + K
Vertical Kick K + G
Raxel Flash ←←←← + P + K + G
Guitar Thrust (armor breaker) →→ + P
Guitar Swing (armor breaker) ←← + P
Guitar Swing Down (armor breaker) ←← + P, P
Death Spin Kick (armor breaker) → + K + G
Double Death Spin (armor breaker) → + K + G, ←←← + K
Triple Death Spin → + K + G, ←←← + K (twice)
Block Reversal → + K
Guard, Uppercut → + P
Block Combo P, P, K
Neck Fold (throw) ←→ + P + G
Neck Throw (throw) →→ P + G
Mexican Typhoon ←← + P + G
Back Drop P + G (from behind)
Double Handed Guitar ←← + P (when opponent is down)

SANMAN



Punch Combo P, P
Hammer Combo P, P, P
Jab, Uppercut Combo P, ↓ + P
Jab, Uppercut, Kick Combo P, ↓ + P, K
Punch, Kick P, K
Double Uppercut ↓ + P, P
Chop ←→ + P
Double Chop ←→ + P, P
Triple Chop ←→ + P, P, P
Generator Punch → + P, P, P, P, P
Body Press ↑ + P or ← + P or → + P
Reverse Sledge Hammer ↓ + P + G
Peach Bomber P + K + G
Double Peach Bomber P + K + G, P + K + G
Hammer Down ↓ + P + K + G
Double Hammer Down ↓ + P + K + G, ↓ + P
Hammer/Reverse Sledgehammer ↓ + P + K + G, ↓ + P + G
Sanman Flash ←←←← + P + K + G
Elbow Smash (armor breaker) ←→ + P
Block Bomber ← + K
Block Bomber combo P, P + K
Sanman Throw (throw) P + G
Giant Swing (throw) ←↙↓↘→ + P
Neck Hanging Tree (throw) ←↙↓↘→ + P + G
Triple Neck Hang ←↙↓↘→ + P+G, ←→ + P + G
Sanman Typhoon (throw) ←↙↓↘→↗↑↖← + P + G, ←↙↓↘→↗↑↖← + P + G
Bear Hug (throw ←→ + P + G
Bear Hug Press (throw) ←→ + P + G, ←→ + P + G
Canadian Back Breaker ←→ + P + K + G
Pile Driver (throw) ←← + P + G
Super Power Bomb (throw) ←←← + P + G (near the wall)
Iron Claw (throw) → + P + G (near the wall)
Giant Swing (throw) ←←←← F + P
Double Neck Hang (throw) ←←← + P + G
Back Drop (throw) P + G (from behind)

CHARACTERS

Each character has an extensive list of unique attacks, though for the most part they are performed in a similar fashion.

HONEY (CANDY)



Cat Punch Combo P, P
Punch, Kick Combo P, K
Cat Scratch P, P, P
Uppercut, Kick Combo P, P, P, K
Low Kick Combo P, P, P, ↓ + K
Crouch Combo ↓ + P, K
Cat Uppercut ↓ + P
Honey Single → + P
Honey Double → + P, P
Honey Triple → + P, P, P
Rising Cat Uppercut →↓↘ + P
Toe Kick ← + K
Toe Kick and Scorpion ↓ + K, K
Toe Kick and Somersault ↓ + K, → + K
Toe Kick and Heel Down ↓ + K, K + G
Crouch Kick Combo ↓ + K, K
Leg Kick ↓ + P, P, P
Crouch Kick Combo ↓ + K, K, ↓ + P
Middle Kick ↓ + K
Middle Kick, High ↓ + K, K
Triple Low Kick ← + K, K, K
Scorpion Attack ↓ + K
Somersault Kick → + K
Jack Knife Kick K + G
Horse Kick →→ + K + G
Honey Peach P + K + G
Honey Peach Combo P + K + G, P + K + G
Honey Flash →↓↘→ + K + P + G
Wall Climb ↑↑ (near wall and while in air)
Cat Slap (armor breaker) →→ + P
Cat Diving (armor breaker) ←← + P
Cat Heel Drop (armor breaker) ↓ + P (from top of wall)
Block Bomber (armor breaker) ← + K
Cat Slap Guard (armor breaker) ← + P
Peach Press (throw) →→ + P + G
Cat Flip (throw) →→ + P + G
Aerial Grab (throw) ← + P + K + G (while in air)
Back Drop (throw) P + G (from behind)
Cat Play ↓ + P, P, P, P, P (opponent down)

GRACE



Vulcan Bea P, P, P, P, P
Vulcan Two P, P
Vulcan Three P, P, P
Vulcan Four P, P, P, P
Punch, Kick Combo P, K
Punch, Double Kick P, K, K
Low Punch, Kick Combo .. ↓ + P, K
High Kick Combo K, P
High Kick Combo K, P, K
High Double Kick Combo .. K, P, K, K
Kick, Punch, Crouch Combo . K, P, ↓ + K
Vulcan Leg K, K
Camel Spin ↓ + K, K
Camel Spin Cutter ↓ + K, K, K
Somersault Kick ↓ + K
Front Roll Kick ↑ + K
Jumping Front Roll ↖ + K
Vertical Kick ↙ ↙ + K
Blade Cutter ↑ ↑ + K
Right High Kick K + G
Right High Kick, Left K + G, K
Right High Kick Combo ... K + G , K, K
Crouching Spin ↓ + K + G
Crouching Spinning Combo ↓ + K + G, K, K, K, K
Bit Kick → + K + G
Ballerina Kick → + K + G, K
Level Back Chop P + K
Grace Flash ← ← → ← + P + K + G
Tip Slap (armor breaker) .. ← → + P
Block Reversal ← + K
Guard and Tip Slap ← + P
Block Combo P, P, K
Block, Kick Combo K, P, K, K
Diving Kick ← → + K
Diving Front Roll Kick ← → + P + K + G
Izori (throw) ← ← + P + G
Cross Arm Crutch Slam ... ← → + P + K + G
Frankensteiner (throw) ... ↓ + P + K + G (while in air)
Back Drop P + G (from behind)

JANE



Double Bash P, P
Low Spin Combo P, P, ↓ + K
Low Spin, Uppercut Combo P, P, ↓ + K, ↑ + P
Low Spin and Double Hand . P, P, ↓ + P, → + P
Triple Bash P, P, P
Punch, Kick Combo P, K
Punch, Kick, Uppercut P, K, P
Crouching Combo ↓ + P, K
Uppercut ↑ + P
Body Blow → + P
Body Blow, Punch Combo .. → + P, P
Double Hand Attack ↓ → + P
Rising Attack ↓ + K
Rising Knee ↓ → + K
Low Spin Kick ↓ + K + G, K
Jane Flash ← ← → ← + P + K + G
Wall Climbing ↑ ↑ + P (near the wall, in air)
Power Smash ← → + P
Tornado Punch ← ↓ ↙ ← → + P
Ground Tornado ← ↓ ↙ + P
Jumping Heel Drop ↑ + P (from top of wall)
Block Straight ← + P
Block Straight Combo P, P, ← + P
Dash Knee ← → + K
Clinch Punch (throw) P + G
Clinch Punch (throw) P + G, P
Brain Basher (throw) ← + P + G
Front Back Breaker ← → + P + G
Clinch Knee (throw) K + G
Clinch Knee Combo P, P, ← + K
Neck Fold P + G (from behind)
Tiger Suplex P + K + G (from behind)

PICKY



Punch Combo P, P
Punch, Kick Combo P, P, K
Toe Kick Combo P, P, ↓ + K, K
Upper Spin Kick Combo .. P, P, ↓ + K, K
Knee Kick Combo P, P, ↓ + K, K
Skateboard Bash P, P, P
Punch, Side Kick P, K
Punch, Low Kick P, ↓ + K
Crouching Punch, Kick .. ↓ + P, K
Uppercut ↑ + P
Upper High Spin ↑ + P, K
Knee Kick Combo K, K
Toe Kick ↓ + K
Toe Kick Combo ↓ + K, K
Middle Kick ↑ + K
Heel Attack ↑ ↓ + K
Knee Kick K + G
Rising Knee ↓ → + K + G
Picky Flash ← ← ← → + P + K + G
Rocket Dive ↓ + K, K (against wall)
Wall Climbing ↑ ↑ + P (when near wall and when in air)
Board Slap (armor breaker) ← ← → + P
Jumping Heel Drop ↑ + P (from top of wall)
Block Knee ← + K
Sway Uppercut ← + P
Skateboard Dash ← → + P
Shoulder Tackle ← → + P + G
Dash Air ← → + P + K + G
Knee Dash ← → + K
Sliding Kick ↓ + K or ← + K
Neck Throw (throw) ← → + P + G
Clinch Knee (throw) ← ← + K (when near wall)
Air Grab (throw) ← + P + K + G (when in air)
Frankensteiner (throw) ... ↓ + P + K + G (when in air)
Back Drop (throw) P + G (from behind)
Diving ↓ + P (opponent is down)
Board Stamp ↓ + P (opponent is down)
Triple Stamp ↓ K, K, K (opponent is down)

TOKIO



Punch Combo P, P
Open Arm P, P, P
Punch, Kick Combo P, P, K
Punch, Kick P, K
Open Arm Blow → + P, P, P
Tow Kick ↓ + K
Middle Kick ← + K
Double Middle Kick ← + K, K
Triple Middle Kick ← + K, K, → + K
Knee Kick → + K
High Kick → → + K
Looping Kick ↑ + K
Heel Attack ↑ ↑ + K
Spin Kick K + G
Spin Kick, Side Kick K + G, K
Spin Float K + G, K, K
Spin Cosac K + G, ↓ + K
Low Spin Combo ↓ + K + G, K
Low Spin Float ↓ + K + G, K, K
Triple Low Spin ↓ + K + G, K, K
Middle Kick ← + K + G
Middle Kick Combo ← + K + G, → + K
Catapult → + K + G, K
Punch, Kick Combo K, P, K
Punch, Kick Combo K, P, P, K
Punch, Kick Combo K, P, P, ← + K
Punch, Kick Combo K, P, P, P, K
Punch, Kick Combo K, P, P, P, ↓ + K
Punch, Kick Combo K, P, P, P, B + K
Low Punch Kick Combo .. ↓ + K + G, P, K
Low Punch Kick Combo .. ↓ + K + G, P, P, K
Low Punch Kick Combo .. ↓ + K + G, P, P, ← + K
Low Punch Kick Combo .. ↓ + K + G, P, P, ↓ + K
Low Punch Kick ↓ + K + G, P, P, P, ← + K
Low Punch Kick Combo .. ↓ + K + G, P, P, P, ↓ + K
Crouching Attack ↓ → + P + K + G
Crouching Attack Combo . ↓ → + P + K + G, K
Tokio Flash ← ← → ← + K + P + G
Block Reversal ← + K
Arm Slam (throw) ← ← + P + G
Neck Grab (throw) ← + P + G
Rolling Throw (throw) ← ← + P + K + G
Clinch Knee (throw) ← ← + K (near the wall)
Back Drop (throw) P + G (from behind)

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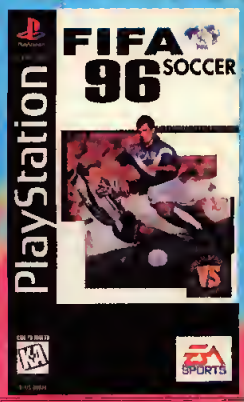
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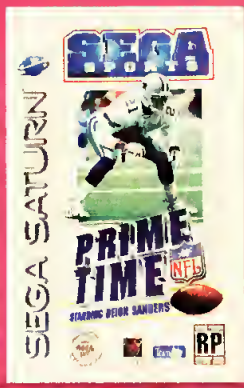
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Buried within is a secret to D. Solve the mystery and enter the D sweepstakes at participating retailers.

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3·5·96



"SPINE-TINGLING ACTION!"–EGM

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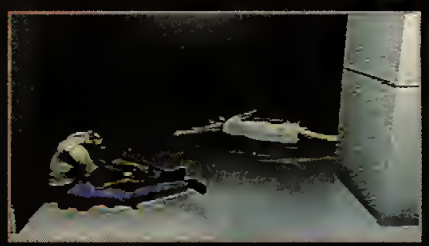
D... Death.

tour-de-force of terrifying secrets and challenges.

D... Damnation.



"SLICK, STYLISH, SCARY FUN!"–GAME PLAYERS



DON'T PLAY IT IN THE DARK!

TEEN T AGES 13+

PC CD ROM

PlayStation

SEGA SATURN

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Acclaim entertainment inc

CODE BREAKERS



Again, our favorite editor, *Patrick Baggatta*, was all set to perform the delicate surgery that is Codebreakers when finally he managed to pick the lock and escape from The Box. We haven't seen him since.

As the March winds blow, the springtime codes come to life... Well, at least you know why I chose journalism over poetry. This month's code section is chock full of all the great codes you've come to expect from ***GAME PLAYERS*** and, as we were all predicting, there has been a pretty significant shift towards the 32-bit market. This month we've got tons of great PlayStation and Saturn codes for all those fortunate enough to get one of these great machines in the past few months. We also have some great 16-bit codes for those folks still hanging on to your favorite old-school sytems, and of course, we will maintain our 16-bit coverage as long as they continue to come in. Until next month, enjoy the codes and keep your kite string tied extra tight.

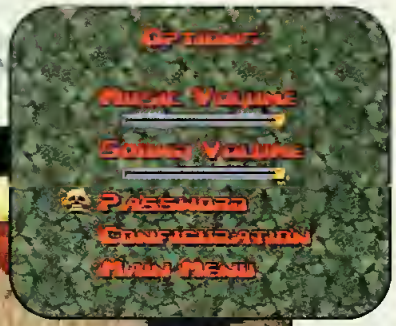
Patrick

DOOM

Williams for PlayStation

Level Passwords

The following list of passwords should help you get through even the toughest levels of *DOOM*. So, unless you're a *DOOM* hot-shot and you don't have a need for passwords - here you go. Enjoy!



To use the passwords simply go to the passwords screen and enter the following codes.

799JS98P79
FWH4WBN1FC
DCH2RBL2FC
BWKWYJL6CF
W2WRHVMW20
WKYRHVKR20
W1XQGWJ712
VKYR6VKX20
BGVX1P7FGJ
P!66CISPTR



OFF-WORLD INTERCEPTOR EXTREME

Crystal Dynamics for PlayStation



To get extra cash, first go to the main menu screen and choose Options.

Big Bucks

The key to success in *Off-World Interceptor Extreme* is in building-up enough cash to purchase a better vehicle. Building-up cash, however, is no easy task, unless you have the following code at your disposal.



Once you reach the Options Screen, press Square, X, Circle (six times in a row), then press L1.



When done correctly, this will boost your cash supply quite drastically, allowing you to buy almost anything you desire.

NBA JAM TE

Acclaim for PlayStation

Here We Go Again

One of the best things in *NBA Jam* is the ability to play as secret characters, most of whom you would never find on a basketball court.

Gorilla	APE, April 2
Ad Rock	ADR, April 6
MCA	MCA, April 9
Mike D	M_D, July 1
Pres. Clinton	BIL, June 3
Hillary Clinton	HIL, November 6
Hugo	HOR, June 12
Larry Bird	LAR, January 15
Heavy D	HEA, January 9
Boo Boo	THI, November 1
Frank Thomas	FNK, January 8
Air Dog	AIR, January 21
Magic Hair	STH, December 8
Kabuki	KUB, April 14
Jax	JAX, March 1
Snake	SNK, June 15
Chicago Bull	BEN, September 20
Prince Charles	CHA, May 4
Thurston Moore	MOE, June 8



To gain access to the following list of players simply answer Yes at the initials prompt.



Then hold L1 and R1 as you enter the following initials and birth dates.



Even More Surprises

Even More Surprises

This game is just chock-full-of codes and we're doing our best to bring them all to you.

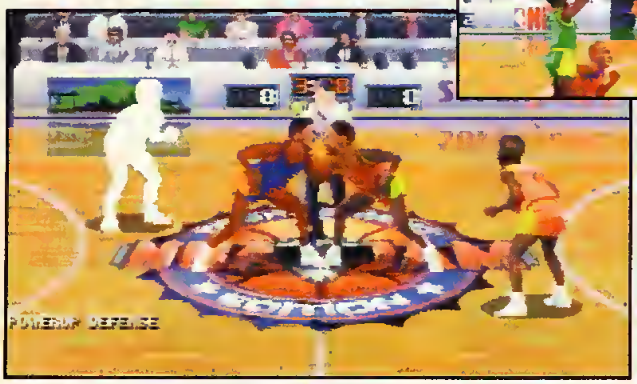


For powered-up three pointers, press Up, Down, Left, Right, Left, Dawn, Up.



At the 'Tanight's Match-Up' screen enter the following codes.





For powered-up Goal Tending, press Right, Up, Dawn, Right, Down, Up.



To display shot percentages, press Up, Up, Dawn, Dawn, Triangle.



For Full-court press, push Dawn, Dawn, X, Circle, X, Right, Right.



To speed-up play, press Up, Up, Up, Up, Left, Left, Left, X, Triangle. For powered-up Goal Tending, press Right, Up, Down, Right, Dawn, Up

Can We Play?

So what happens if your favorite players are not the superstars? Well, in most versions of *NBA JAM*, your choices of players are limited to the two biggest stars of the team - no longer.



Go to the Team-Select screen, then press and hold the button.



While holding down the Select button, rotate the Direction buttons two times counter-clockwise.



You will then be able to play with an extended roster.

NFL GAMEDAY

Sony Interactive for PlayStation

Custom Football

Care to make your football action a little more personal? Would you like to maybe give yourself an added advatage or two over an unsuspecting opponent? Well, would you? OK, we're just going to assume that these sorts of things interst you and go ahead and give them to you.

SKELETON

Enter the following passwords for some game altering effects.



First go to the Options Screen and press the Select button.



Press Select again to get to the Passwords screen.



Enter URNOTREDE for an ultra-difficulty level in the one player mode. Enter SKELETON to play as two new teams. Enter PICK.CITY to increase interceptions. Enter BIG.BOYS to increase the size of the backs.

Enter OFFENSE to increase offensive status and DEFENSE to do the same for defense. Enter STICKUM to enhance coverage.

TOTAL ECLIPSE TURBO

Crystal Dynamics for PlayStation

Freedom At Last

For all you shooter fanatics who thought you could just breeze through *Total Eclipse* without much effort, now you really can. The following Level Select will get you anywhere you want to go in this shooting frenzy.

First go to the Main Menu screen, then push and hold the Select button, then press Triangle, L1 and Square.

Release the Select button and press Triangle, L1, Square, Triangle, L1, Square and Down.

Scroll through the stage select with the Left and Right directions on the direction pad.

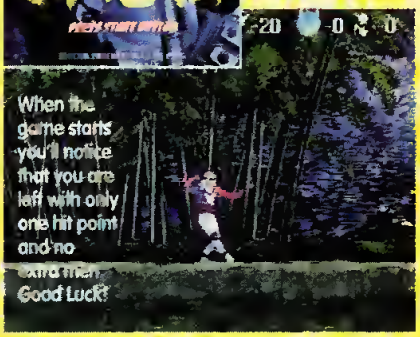


Not Tough Enough?

Just in case you were thinking that *Shinobi Legions* was too easy - we thought we might give you a little challenge. If you can beat this game in this mode, then you truly are The Man or The Woman!



At the title screen, press Start, A, B, C, B, A.



JACK BROTHERS

Nintendo for Virtual Boy

Level Passwords

The following list of level passwords should help you a great deal in your quest for world domination... oh, I mean, in your quest to finish *Jack Brothers*.

Level 2 4965
Level 3 5923
Level 4 0919
Level 5 2827
Level 6 6313

SEPARATION ANXIETY

Acclaim for Super NES

Separate Levels

Having trouble getting ole Spidey through this crime-infested jungle we call a game? Well then, why not try some of our handy-dandy level passwords?



At the the main menu screen go to the Passwords option.



Enter the following level passwords: DCCPMH for Level 2; MDRKJP for Level 3; STSPPC for Level 4; and QPMJCV for Level 5.



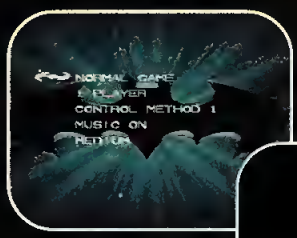
Don't forget, the action isn't going to get any easier.

BATMAN FOREVER

Acclaim for Super NES

Holy Stage Select

So you want to jump right to the end of the game without doing all the work in between, huh? Well, we understand, and that's why we'd like to offer the following stage select code.



At the game options screen, press , , , , , , (Lullaby?).



Scroll through the stages with the D-pad.



Now you get to see those crazy later levels.

SHINOBI LEGIONS

Vic Tokai for Saturn

Ninja Hopping

So you love *Shinobi*, but you just can't get to those later levels? Well, here you go - just for our friends - a stage select that will take you to any point in the game. Now, don't say we never gave you anything.



At ony point in the game, press Start to pause, then press A, B, A, B, C.





When you see the stage number appear in the bottom left corner, you'll know you've done it right.

Use the D-pad to scroll throught the stages.



Then check out some of the later stages you've been missing.

Code Monkey Of The Month

BE The Bear



Scott Baio, eat your heart out!

This month's Code Monkey award goes to a little fella we all like to refer to as our boss — that's right, folks — our editor, Chris Slate came through this month with the best little code tid-bit and, well, we couldn't find any good reason not to give the honors to him. Sure, I hear what you're saying — Chris doesn't need to be Code Monkey, he's already the damn editor for a videogames magazine what else does he need? Don't worry, we won't let him win ever again, but this time just seemed special for some reason. Besides, when Chris says: 'Hey, I want to be Code Monkey Damnit!' I have to listen. Oh yeah, and the final argument for letting Chris be Code Monkey is that we get to run this picture of him from a few years back.

TEKKEN

Namco for PlayStation

BE the Bear!

To play as Kuma (The Bear sub-boss) and maybe even some of the other sub-bosses (as if any other character could be as cool as a Bear), you'll have to follow the guidelines listed below. We have faith in you, however, and we know you can do it!



First beat all the normal characters in the game.





After beating all the normal characters, you will fight a sub-boss.

After beating the sub-boss, you will then be able to play as that sub-boss.

Play as Heihachi and Devil Kazuya

To play as the Final Boss in *Tekken*, you'll need some special skills. Well, actually you'll just need to be good as hell, but to play as Devil Kazuya, you'll just have to be good at Old School!





Ta play as Devil Kazuya, you'll have to beat all the rounds of Galaxian at the beginning of the game. Good Luck!

Ta play as Heihachi, you'll have to beat the entire game withaut continuing.

VIRTUA FIGHTER REMIX

Sega for Saturn

Virtua Menus

If you were fortunate enough to be able to take advantage of the free *Virtua Fighter Remix* offer from Sega, then surely you're ready for a cool code to go along with your awesome fighting game. We think we may just have the awesome code you're looking for.



At the Title Screen, press , then press .



Enter the Options mode.

Move the cursor aff the bottom of the screen, then press . Choose fram your new aptians with the Direction Pad.



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EVEN MORE CODES

Some mags only give you a few codes, while other mags don't give you any codes at all! Imagine the nerve of those guys! On the other hand, we give you all this stuff for free! (Ok, maybe not free, but pretty cheap!)



MARIO TENNIS

Nintendo for the Virtual Boy

Virtual Code

Expert Mode

At the title screen press L, L, R, L, R, Select. You will hear a special sound if you've done the code right.

TWISTED METAL

Sony Interactive for PlayStation

Green Light

Level Passwords

To skip to the 'Freeway' stage enter X, Square, Square, Circle, Triangle.
To skip to the 'River Park Rumble' enter X, Triangle, Square, Circle, Square.
To skip to the 'Assault on Cyburbia' enter X, Square, Triangle, Triangle, Triangle.
To skip to the 'Rooftop' level, which just happens to be the final level, enter Square, Triangle, X, Circle, X.

ULTRA VORTEK

Atari for Jaguar

Super Speed

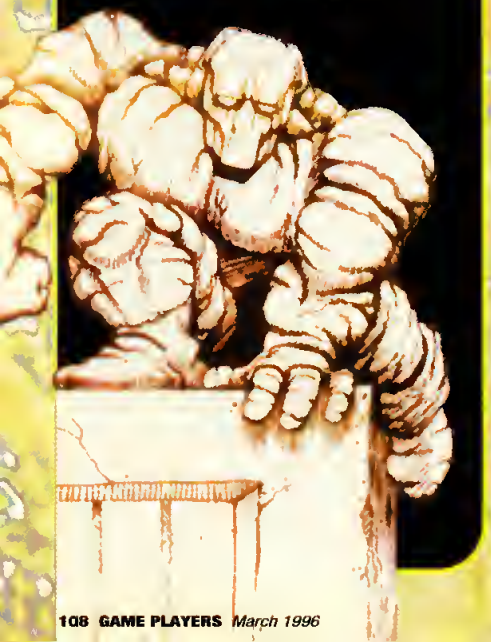
Faster Play

At the title screen press 1, 5 and 9 at the same time.
When you hear a voice call-out Fight, you'll know you've done the code right.
Go to the main menu screen and look for an option called Speed. Then choose Turbo mode for super fast play.

Ultra Hidden Vortek

Secret Arenas

First start a game in two player mode.
After choosing your characters press either the # button or the * button to access secret stages.
The Hidden Palace stage is, well, actually it's sort of the same, but at least it's a bit different.



ETERNAL CHAMPIONS CD

Sega for Sega CD

Secret Killers

Hidden Characters

Begin on the Final Statistics screen.
Once you see the words "Press Start to Continue" you can start entering the following codes. You will need a six-button controller plugged into port number two.

Chicken . . .R, Up, C, Up, R, Y, Y, Right, R, A, Left.
Snake B, Y, Up, Up, C, X, Left, Up, X, Y.
Hooter X, C, Right, X, B, Right, Z, A, R, Up.
Monkey . . .Y, X, Down, B, R, Up, X, Up, Up, Left, Z, Up.
Chin Wa . .B, Z, Up, R, Right, C, B, Up, Y, Up.
Yappy Y, Y, Up, Down, Z, R, Down, Z, Up, Up, X.
Senator . . .Right, C, C, Left, R, B, Down, X, A, X, R.
Blast Z, Left, Y, Up, X, B, R, Right, Up.

Once you have all your favorite characters entered in you'll have to exit from the Final Statistics screen and the Character Select Screen.
Then go back to the Character Select Screen and you will see all the secret characters just waiting there to be thrown into battle.

JUMPING FLASH!

Sony CE for PlayStation

Jumping Bonuses

Bonus Points

You will receive bonus points for: clearing a stage without firing a shot; Clearing a stage without taking any damage; Getting all the coins in a level; getting the same three power-ups in a row.
There is also the rumor of secret rooms in world 2-2. We suggest shooting the walls.

YOSHI'S ISLAND

Nintendo for Super NES

Code Island

Bonus Level Select

Once you've cleared every area in a level and managed to find all the secret stuff you will see two bonus level icons. Highlight the first box and press and hold Select then press X, X, Y, B, A.
Not only can you now skip through bonus stages, but there are also some interesting two-player options.

SHINOBI LEGIONS

Vic Tokai for Saturn

99 X the Shinobis

99 Men

Go to the title screen and press Start.
Highlight "Start" and press A, Z, B, Y, C, X.
Start the game, and you will find a certain surprise in the quantity of 99.

GEX

Crystal Dynamics for 3DO

Flying Lizards

Flying Code

At any point in the game press Pause. While the game is paused press Left, C, Down, Left, Right, A, Down, Right, Left.
If done correctly the game should unpause itself. Press and hold X, then press any direction on the d-pad and watch that crazy lizard fly off in any number of directions.

WIPEOUT

Sony Interactive for PlayStation

A New Class

Rapier Class

Go to the first menu screen (The One Player, Two Player etc. screen). Press and hold L2, R2, Left, Select, Start and then press X.
You should now be able to access the Rapier Class.

Hidden Track?

Firestar Track

Once you've accessed Rapier Class go back to the first menu screen. Hold down L1, R1, Right, Start, Square, Circle and then press X.
Now, when you get to the track select screen you should see an extra track called FireStar.



WARHAWK

Sony Interactive for PlayStation



Going Somewhere?

Level Passwords

To skip to level 2: Circle, Triangle, Triangle, X, Circle, Circle, Square, Circle
To skip to level 3: X, Triangle, X, Square, Square, Triangle, Square, Triangle
Ta skip to level 4: Square, Triangle, X, X, X, Triangle, Circle, Square
To skip to level S: Triangle, Circle, Triangle, Circle, Triangle, X, Square, Square
To skip to level 6: Triangle, X, Triangle, Square, Circle, X, Circle, Circle

Kali Mode

Extra Firepower

At the Passwords screen enter X, Circle, Circle, Square, X, Triangle, Circle, Triangle.
When you see the words Kali Mode you'll know you've done it right.
Now check out the power of your newly acquired Super Swarmers!

Infinite Weapons & Invincibility

Infinite Weapons

At the password screen enter Triangle, Triangle, Circle, Triangle, Square, Triangle, Triangle, X
When you see the words "Infinite Weapons" then you've done the code right.
To access the A-La-Mode mode enter Circle, Circle, Circle, Space, X, Triangle, X, X.

Thor Mode

Flash Bombs

At the passwords screen enter Square, Circle, Square, Square, Triangle, X, Triangle, Triangle.
When you see the words Thor Mode, you've done it right.

Movie Previews & Epilogue

Movie Code

For all the movies enter Triangle, X, Space, Circle, Circle, X, Triangle, Square.
To see the epilogue enter Square, Square, Space, Circle, Square, X, Square, Triangle

MECHWARRIOR 3050

Activision for Super NES

Mech-Passwords

Level Passwords

Enter 6SC816 for Mission 2, B1GBND for Mission 3, FSPRNG for Mission 4 and YHWX11 for Mission S.

DESTRUCTION DERBY

Sony Interactive for PlayStation

Extra, Extra

Extra Track

Start by getting into the Championship Mode.
When it comes time to enter your name, enter the ward "REFLECT!".
Start a race, then exit the race.
Go to Single Race optian an you will now notice an additional track.
You can only race in Single Race mode but it's still good fun.



PRIMAL RAGE

Time Warner Interactive for Super NES

Rage!

Cheat Menu

At the Start/Options screen press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right.
When the word "Cheat" appears below the word "Options", then you know you've done the code right.
Choose the "Cheat" option and you will have a whole new list of options that only the developers are supposed to know about. But we knew, and so do you!

LEMMINGS 3-D

Sony Interactive for PlayStation

Cheaty Lemmings

Level Passwords

At the password screen enter the following codes.
Level 2.....blimbing
Level 3.....fanagalo
Level 4.....dricksie
Level 5.....kurtosis
Level 6.....gregatim
Level 7.....wallaroo
Level 8.....aventail
Level 9.....gazogene
Level 10 - jingbang
Level 11.....diallage
Level 12.....bunodont
Level 13.....nainsook
Level 14...yakimona
Level 15....fumitory
Level 16.....cingulum
Level 17.....beslaver
Level 18.....anableps
Level 19.....quincunx
Level 20.....tarkatan
Level 21.....kamacite
Level 22.....gummosis
Level 23.....prodnose
Level 24.....ngultrum
Level 25.....cottabus
Remember, the later levels are no picnic.



ESPN EXTREME GAMES

Sony Interactive for PlayStation

Where Did Everybody Go?

Build Cash

First, you go to the equipment room and select the #1 television.
Go through each of the equipment options pressing X at each one to deactivate them.
Now, when you choose a course you will be all alone, making it impossible to get anything but first place.
Win a couple of races, build up some cash and then buy some good stuff.

RIDGE RACER

Namco for PlayStation

Backwards Racing

Race In Reverse

Start a race on either of the extended tracks and before you actually enter the track, turn around and build up your speed to at least 60 mph..
When you reach 60mph, break through the wall at the finish line.
You will then be able to race the tracks backwards. Cool!



KILLER INSTINCT

Nintenda for Super NES

Speedy Instinct

Faster Play

At the VS screen press Left + R + A + 8 for Slow Speed. Press Right + L + X + Y for Fast Speed. Press Right + R + A + 8 for Faster Speed. Press Left + L + X + Y for Super Fast Speed.
Remember that all the buttons must be pressed at once, and you'll hear a punching sound when you've done it right.

It's A Secret!

Secret Arena

At the character select screen in a two-player game, highlight your characters, then on both controllers hold Down and press 8.
Didn't you just know there was going to be some secret stuff in this game?

BUG!

Sega for Saturn

Continuing Story!

Infinite Continues

After beating the first level, you'll have to let yourself die. Life is hard!
When the Press Start screen comes up, hold Right and press Start.
Go to Start Game and repeat the last step (Hold Right, press Start). Then just start enjoying your continues.

PEBBLE BEACH GOLF LINKS

Sega for Saturn

Watching Golf?

Movies

At any point in the game press and hold Right + X + Z then reset the Saturn.
When you get to the menu screen select the desired scene and press A.
Pressing 8 will return you to the menu at any point.

MORTAL KOMBAT 3

Sony CE for PlayStation

Pretty Pictures

Kombat Codes

Throwing Disabled	100100
Blocking Disabled	020020
Player One 1/2 Power	033000
Player Two 1/2 Power	000033
Dark Fighting	688422
Quasi-Randper	460460
Jackbot	987666
Player One 1/4 Power	707000
Player Two 1/4 Power	000707
Space Game	642468
Winner of Fight, Fights Mortaro	969141
Winner of Fight, Fights Shao Kahn	033564
Winner of Fight, Fights Noob Saibot	769342
Na Fear	282282
No Visible Powerbars	987123
Na Uppercut Recovery Time	688933
Unlimited Run	466466
Psycho Kombot	985125
Intro Message	123926
Winner of Fight, Fights Smoke	20S20S

MORTAL KOMBAT 3

Sony CE for PlayStation

Kustom Kombat!

Kombat Codes

The following codes work with the icon boxes at the match-up screen.

Disable Combos	722722
Super Run Jumps	321789
Disable special moves	555556
Player 1 inflict 1/2 damage	390000
Player twoinflict 1/2 damage	000390
Both players inflict 1/2 damage	390390
Power-bar slowly regenerate	975310
Super endurance	024689
No special moves	040404

Smoke!

Smoke Code

At the Legal Screen, on controller two, press Triangle, Circle, Square, X, L1, L2.
There will be a sound indicating you've done the code right, so listen up.
At the Kombat screen press Up and you will see a question mark.
Choose the question mark and you will be able to access Smoke.

MORTAL KOMBAT 3

Williams for Super NES

Kool Stuff

Secret Menus

For just plain 'Kool Stuff', press Up, Up, Down, Down, Left, Right, A, 8, A at the title screen.
For even 'Kooler Stuff', press Select, A, 8, Right, Left, Down, Dawn, Up, Up at the title screen.
For a list of the 'Scotts Stuff', press X, 8, A, Y, Up, Left, Down, Right, Down.



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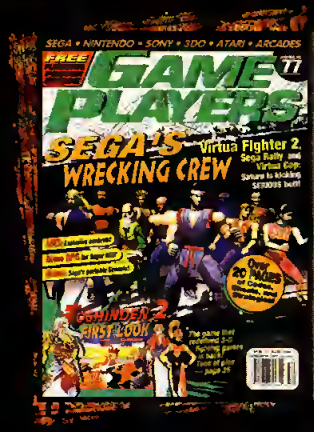
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Back Talk



GOOD EVENING, FOLKS! I JUST *SWAM* IN FROM THE OCEAN AND BOY, ARE MY *FINS* TIRED! I DIDN'T SWIM HERE ON *PORPOISE*. I DID IT JUST FOR THE *HALIBUT*. GET IT? THE *HALIBUT*!!! MAN, I *KILL* ME!!!

A *CRAB* WALKS INTO A BAR AND ORDERS A MARTINI... THE BARTENDER GIVES IT TO HIM AND SAYS, THAT'LL BE FIVE BUCKS! *THEN* HE SAYS, YOU KNOW, WE DON'T GET MANY *CRABS* IN HERE', AND THE CRAB SAYS, AT THESE PRICES, YOU WON'T GET MANY *MORE!*

BUT SERIOUSLY FOLKS, I'M HAVING A *WHALE* OF A TIME! I KNOW THIS *SQUID* WHO JUST WENT OUT ON A DATE WITH AN *OCTOPUS*. WHAT A *SUCKER!* HA, HA! I'M *TOO MUCH!*

WOW, I REALLY *CRACK* MYSELF UP! TAKE MY WIFE, *PLEASE*...

IT'S NO JOKE!

MAN, WITH THIS BIG DUMMY AND ALL MY COOL JOKES I CAN'T LOSE! I'M SURE TO BE A REAL BIG HIT ON THE LETTERMAN SHOW! YES!!!

While April is famous for April Fool's Day, you can avoid being called a fool by picking up the April issue of *GAME PLAYERS!* It's gonna be chock-full with all the news, reviews, strategies, and insanity discerning readers have come to expect. It's on sale March 19th everywhere, so don't be a fool! Get you hands on the next issue of *GAME PLAYERS* as soon as you can!



Man, the last time I saw something like this, I was driving the porcelain bus! Here's the March Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

March's Scrambled Mess,
***GAME PLAYERS*;**
1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our November's Scrambled Mess Contest was **Kevin Walko**, of **Bethel Park, PA.** He correctly identified the scrambled picture as a screen shot from *Cyber Speedway*. Your Mystery Prize is on the way, Kevin, but I think we just blew our tranny, so we're gonna have to pull into the pits!

MARCH 1996

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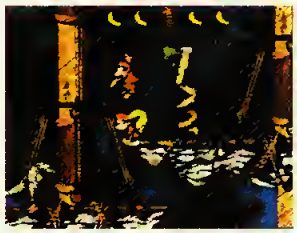
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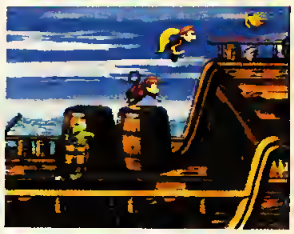


Diddy's back and better than ever.

Fasten your seat belt. This monkey's coming full throttle. Donkey Kong Country 2™: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With ACM graphics, 32 megs and so many new levels, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)



Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.

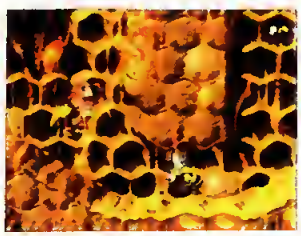


Dixie twirls her ponytail to fly chopper style— talk about a buzz cut!



Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a monkey? It **ain't pretty.**)



Look alive! There's more hidden stuff than ever.



Now there are smarter Kremlings out to slap your monkey around. Ouch!

Only for SUPER NINTENDO ENTERTAINMENT SYSTEM

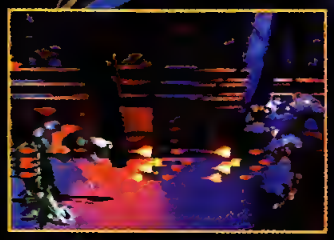


KIDS TO ADULTS AGES 6+

AOL @keyword: NOA
www.nintendo.com

It's that moment just after you rip it off, when the circuits are still pumping 'cause they don't know what hit 'em, and they've got that expression on their face like "Hey that's my arm!"...the first gush of oil from the open socket...the lights in their eyes going dim...yeah, that's when I know...I'm alive.





Organic Virus Derivatives make Lockjaw attack without provocation!



No human being could survive Necroborg's 100,000 Watt Electrical Charge!

RISE 2 RESURRECTION

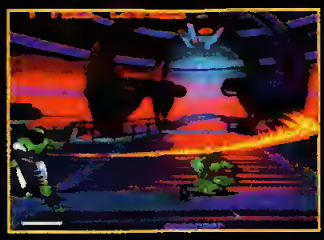
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Projectile Warfare: Fireball vs. Tetra Basic Acid Spit!



Salvo's Cybernetic Inferno completes a 12 Hit Chaos Combo!

TEEN T AGES 13+

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